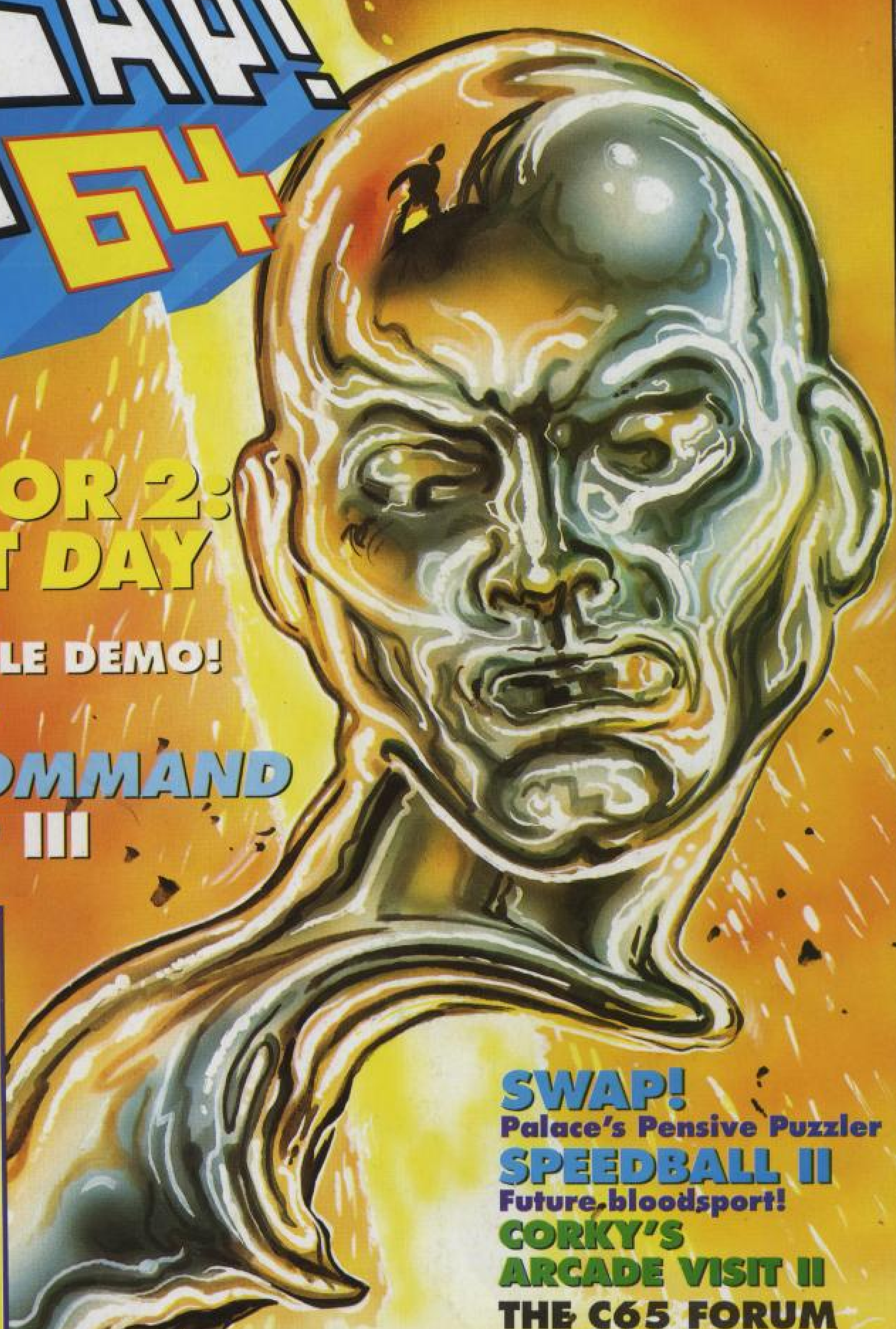
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No.78 OCTOBER 1991

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STOP PRESS!

NO GO SHOW

The consumer side of the forthcoming European Computer Entertainment Show has been cancelled and it is now to be trade only. The official reason given by organisers EMAP International Exhibitions is that they felt 'the industry could not put on the kind of event that justified the entrance fee to be charged'. Obviously this means that the money-off voucher we printed in last month's ZZAP! is sadly unusable. We apologize on EMAP's behalf for any inconvenience caused.



TURBO CHARGED

Undoubtedly one of 1991's best games, System 3's *Turbo Charge* has finally hit the shops, two months after its Gold Medal-winning review in Issue 76. As you can see, the high-res screens are as stunning as we said, but the good news is that they will now be appearing on the cassette version as well. According to System 3 a rapid multiload ensures their appearance between the ten multiloaded levels won't slow the game down too ZZAP! much for C2Ners. Several screens also appear as an intro, with several more promised for a typically stylish System 3 'game complete'



ELVIRA BURNS RUBBER WITH BONANZA BROS

The *Bonanza Bros* are the latest Sega coin-op to get the US Gold treatment. Reformed and oddly deformed villains Mobo and Robo are hired to test out a company's security force, and that means sneaking around buildings collecting loot and dodging the guards in split-screen, two-player thieving action. *Bonanza Bros* cash in for US Gold in November for the usual price.

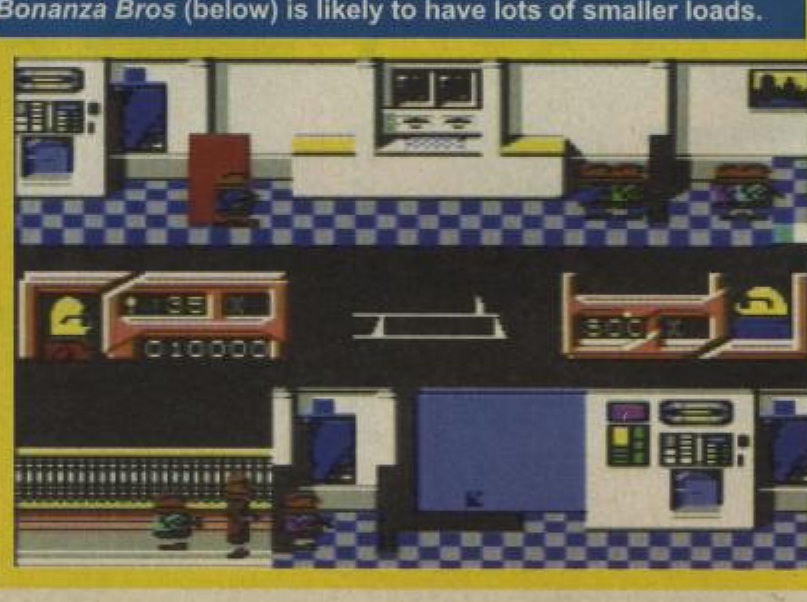
A rather more pleasantly shaped personage stars in Flair's latest game; *Elvira: The Arcade Game*. Originally developed for the Amiga, the C64 game is an ambitious conversion which should replicate all the features of the 16-bit game. There will be three levels — Hell, Ice World and Elvira's Castle — all about 260 screens in size. You can choose to start in either of the first two levels, as the game isn't a conventional 'complete one level, go to the next' affair — instead there'll teleports which will enable you to move between the levels at various points. The game should be out November time and hopefully we'll have a review next month.

Also in that issue should be *Hot Rubber*, no less. This gift to double entendre fanatics like Phil, comes from Palace who, after *Swap*, are getting back into the C64 in a big way. Following *International 3D Tennis* Palace had planned to go 16-bit only, but the health of the C64 has made them change their mind. *Hot Rubber* has a behind-the-bike perspective. The programmers of the Amiga game apparently do simulations for companies such as Thomson and Renault. Although *II* isn't graphically astonishing, gameplay is supposed to be brilliant and bodes well for the C64 conversion. The price point is the standard £10.99 cassette and £15.99 disk.





● *Elvira* (above) has three huge multiload levels, while the *Bonanza Bros* (below) is likely to have lots of smaller loads.

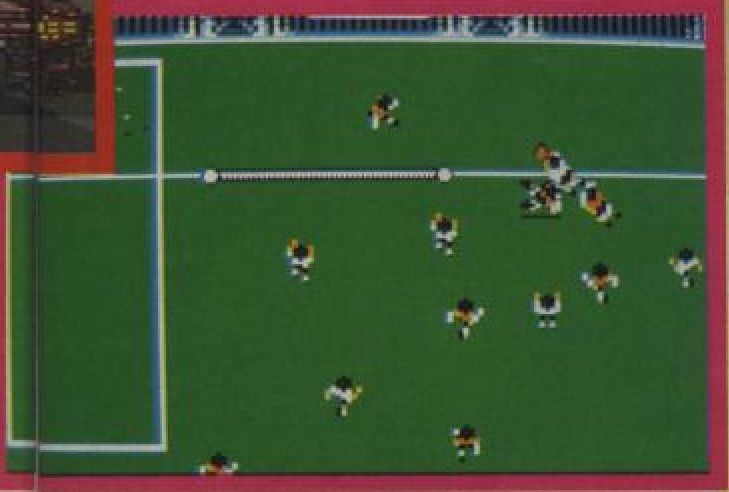


sequence, this makes 15 in all. Prices are the standard £10.99 cassette, £15.99 disk, but a four megabit cartridge version will be just £19.99 for Xmas time.

MORE TOO!

RUGBY MAUL

The rugby World Cup is almost upon us, and Domark's official licence is already preparing to tackle Audiogenic's *World Class Rugby* in the scrum for the top rugger game. *Rugby — The World Cup* includes all the top 16 international sides, all of which can be player- or computer-controlled.The overhead-view pitch features multidirectional scrolling and a radar scanner to show exactly where you are. As in *World Class Rugby*, scrums involve frantic joystick-waggling to push your pack forward. *Rugby — The World Cup* should be kicking off in good time for the real event, priced £10.99 cassette, £14.99 disk.



C64GS SENT TO SLAUGHTERHOUSE!

Yep, it's true. The C64GS has finally been officially pronounced dead by Commodore. Launched only last September, the C64GS was basically a keyboardless C64 aimed at taking on the Nintendo and Sega 8-bit consoles. Commodore projected sales of 100,000 in the first year, but managed only in the region of 15,000-17,000. UK boss Steve Franklin claimed the failure was all but inevitable because Commodore 'hasn't got a dictatorial attitude about software' which forced it to 'live or die on the sale of hardware.' So while the Japanese giants could sell consoles at cost price and make their profits off software, Commodore couldn't.

To clear stock, Dixons are now planning to drop the price to £19.95, which is less than some cart games. In fact at this price the C64GS pack is good value, including a joystick with two independent fire buttons, a C64 powerpack and a four-game cart (*Klax, International Soccer, Fiendish Freddy's Big Top O'Fun* and *Flimbo's Quest*). The GS is, of course, only useful for cart games but the rest of the stuff makes it worth considering!

Something wonderful is about to happen...

A SUPERFAST NEW DRIVE, C64 RELAUNCH AND (MAYBE) C65

The C64's resurgent software performance — second only to the Amiga — healthy European sales and the prospect of huge East European sales have all helped contribute to a number of very exciting new developments on the C64 scene. The latest news concerns a 3.5-inch C64 disk drive developed by **TIB** (a manufacturer of disk and cartridge software). It will use a standard Citizen mechanism and be formatted in standard PC DOS fashion, giving around 700K of usable storage space per disk. It will operate on around 4 volts which will be drawn from the C64 itself, doing without the need for an external powerpack. The most exciting element, however, is that rather than using the C64's awful disk drive port, it will plug into the cartridge port allowing superfast data transmission: 64K could be loaded in about six seconds! TIB are justly proud of their system and took it to Commodore, who were apparently very supportive. UK distributors have been no less impressed with most of the big companies being very enthusiastic and placing hefty orders. Even Dixons are jumping on the bandwagon.

The most important endorsement, however, comes from Ocean and various other software houses who have made available nine games for the £99 launch pack: *Jahangir Khan Squash, MUFC, World Championship Boxing, Ninja Rabbits, Summer Olympiad, Winter Olympiad, Wizball, Gutz* and *Firefly*. Although most of the games are golden oldies, there are plans to make available vouchers so if you've got *Mutant Wallabies* on tape, you can send it away to a software house to get it converted onto disk. Some companies are more wary though. One Birmingham-based developer pointed out that currently 5.25-inch drives occupy such a small portion of the market that retailers hardly stock them and would probably be reluctant to stock another C64 disk format at all — this would be the biggest stumbling block. Also software houses currently deal with so many formats, from Spectrum to Super Famicom, that adding another format is accepted only reluctantly. Nevertheless those software houses that do support it could make for a real breakthrough. Companies such as Ocean, who currently develop carts, could use the new hyperfast disk drive for rapid access in a similar fashion to cart software. The advantage would be that 3.5" disks are a lot cheaper to buy, plus 700K far exceeds the 512K which is the biggest memory size — and most expensive — of carts so far released. Moreover who's to stop a game stretching over three or four disks? — the cost barrier is far less than with carts, and if the game's a flop you can reuse the disks, unlike carts.

Of course Commodore have previously offered their own 3.5" disk drive, but that worked through the C64's nonstandard disk port, meaning it wasn't that much better than the standard (and awful) 5.25" disk drives, plus software support was minimal. A quick phone call to Commodore's Press & Public Relations Manager **Andrew Ball** confirmed the company's positive reaction to the device: 'A jolly good idea, encouraging better software and more of it, which is always a good idea. It will encourage the use of the C64 as a proper computer.'

But what about the C65? If TIB's drive is a success, will that remove a large part of the C65's appeal? Will Commodore see TIB as sufficiently bolstering the C64 that no new machine is required. Or, alternatively, will the establishment of a large range of C64 software on 3.5" disk drive be the perfect groundbreaking operation for the C65. After all, if 3.5" disks become standard and a big market success, it will save Commodore having to prod software houses to convert existing C64 titles to 3.5" disk. So what about the impact on the C65? 'I honestly don't know, but when there's a real need for it, we will respond. When there's the right software support to take advantage of its interesting advantages.' Hmm. Although Andrew is still eager to remind people no firm decision has been made on the C65, and it certainly won't be launched before early 1992, he sounds a bit more positive. What's more, although obviously he's reluctant to hype a machine that may never be put on the market, he has agreed to try and answer some C65 questions next month. Fingers crossed for that, but don't write off the C64 yet...

'Later in the year we're going to be doing something rather exciting with the C64, we're going to be giving it an enormous shot in the arm. We're so excited we might even give it its own TV commercial!' Has there ever been so many tantalising rumours about the C64? Well, tune in next month for a full TIB drive review, a competition to win three drives, and that Andrew Ball interview.

64 MUSIC CD

You might soon be able to listen to all your fave C64 game tunes on a single CD. The company behind the project, Digital Dreams, has already released a similar compilation of Amiga music in conjunction with Gremlin and Psygnosis. The proposed C64 CD could have a running time as long as 200 mins, due to the mono sound. If you would be interested in such a CD, why not give Digital Dreams a ring on 0602 754991 and tell them what your fave C64 tunes are? Or alternatively send a chart in to the rrap.

ZZAP! MEGATAPE 22 instructions!

WOT'S ON!

A
SPY VS SPY T2 DEMO
B
DOOMDARK'S REVENGE GAME MASTER

DOOMDARK'S REVENGE

(Mike Singleton)

Doomdark's Revenge is the second Epic game in the Midnight trilogy. As in the previous game (on Megatape 21), you can seek victory either by quest or by battle, or both. You view the world through the eyes of the characters Luxor controls via the magic of the Moonring. The sequel has no less than six thousand map locations and forty-eight thousand panoramic views. The game is also more complex, four levels of victory to be won and new forces acting independently of either side. Nevertheless although the following instructions are important, you can explore the Frozen Empire of Icemark very easily by simply using the key guide. This magnificent adventure is a gaming landmark and we hope you enjoy it as much as everyone on ZZAP! did when it first came out!

THE STORY

Doomdark's Revenge was accompanied by a brilliant novella written by Mike Singleton which, although we haven't space to reproduce here, nevertheless hope to give the flavour in the following synopsis:

In the aftermath of Doomdark's death, rejoicing has spread throughout the lands of Midnight. The great army which Luxor assembled has begun to unravel, weary survivors making their own way home. It was a hard victory, with many dead and an equal number broken by the relentless Ice Fear. On the long trek home Luxor the Moonprince and his Houseguard army stop at the Forest of Dreams and its famous Citadel to celebrate with the Fey. Morkin, Luxor's half-fey son, arrives at the forest that same night, unaware that Doomdark is dead, his bravery exhausted by the long quest to destroy the Ice Crown.

Tarithel the Fey finds the lonely boy and restores his courage with news of Luxor's victory. A great burden is taken from Morkin's shoulders and together they make their own celebrations... 'As they kissed, they seemed to become one fire, one flame burning in the cold, clear night.'

In another land, the far-distant Frozen Empire, news of Doomdark's defeat arrives more slowly, via the six pathetic survivors of a trek begun by six hundred men. Such a journey was made many years ago by Doomdark himself, and his meeting with the cold Queen of the North spawned a daughter, Shareth the Heartstealer. Her coming to power has seen the development of a rule even more foul than Doomdark's, and his death throws her into a hideous rage. Not grief, for she had long planned to kill Doomdark and take Midnight herself, but rage someone else has dared do it first.

Possessing magical powers more formidable than her Witchking father, Shareth calls up a great storm to batter her enemies in the south. Then briefly calmed she returns to her chambers to admire her own alabaster beauty. In the morn she plans to journey to Talorthane and have the Giant for a while...

Icemark, the Frozen Empire, is not only far bigger than Midnight, it is also considerably more complex. As in Midnight there are Fey who resist the rule of evil, but there are also Giants and Dwarves whose allegiance shifts according to circumstance. Shareth needs to maintain alliances with them in her own unique way. When the Fey see Shareth's evil storm coming they send a falcon south to Midnight, carrying warning of Shareth's rage.

In Midnight Morkin announces his wish to marry Tarithel, who turns out to be daughter of Corleth, Lord of Dreams. Thus the two great houses of the Moon and Dreams, and the two races of the Free and the Fey, are brought together. Their wedding is only briefly overshadowed by the news from Icemark — after all, the way between the two kingdoms is so dangerous.

However Morkin soon discovers there is more to Icemark than mighty armies. His dreams become troubled by visions of a woman who flaunts her sheer and perfect beauty before him. In each new dream the woman becomes more ravishing and voluptuous than before. These mystical hallucinations fill him with an unstoppable desire to ride north...

Tarithel disappears a few days later, plunging Luxor and Corleth into despair. Eventually their old friend Rorthron arrives to reveal his awful discovery; Morkin has been captured by Doomdark's evil daughter, Shareth the Heartstealer, a ruthless despot who plans an invasion of Midnight. While Corleth marshals Midnight's defences, Luxor rides north with a thousand men from his Houseguard, and Rorthron. The latter uses his magic to clear the Frozen Gates between Icemark and Midnight. As the riders enter Icemark, Luxor is surprised to find no defences but Rorthron offers an ominous explanation. Shareth hates Luxor above all else and 'has simply left the door of the coop open to entice a fox.' Luxor cannot retreat though and they ride on into whatever trap has been set. Meanwhile Tarithel journeys to Imorthorn, searching for her husband, determined to save him from the 'hagwitch's twisted dreams'.

In the howling wind the Free and the fey hear the chill echo of Shareth's boast to Rorthron; 'Morkin is mad with love for me... pining piteously for my embraces. When I am ready, I shall set him at the head of my armies and send him back to Midnight to shatter the peace... Seven months from now I, Shareth, Empress of Icemark, will ride forth... Midnight I shall lay waste and through the portals of Xajorkith I will pass, triumphant. All shall adore me and despair!'

GUIDE TO PLAY

STARTING OFF

When loading is complete, the title screen will vanish and instead you will find yourself looking through the eyes of Luxor the Moonprince upon the chill land of Icemark. From now on, single key presses will control your actions, something you will find useful as you gather diverse Lords of the Icemark to your banner and come to make decisions for them all.

ENTERING YOUR COMMANDS

All commands are entered with single key presses. Below are all the keys which you can use.

Look: < —
Directions, eg N, NE: 1-8
Dawn: 9
Night: 0
Check Place: +
Check Battle: -
Check Army: £
Check Person: Home
Select: Del
Choose: Restore
More: Return
Move: Space
Yes (also More): Y
No (also No More): N
Save to Tape: S
Load from Tape: L
Save to Disk: Shift S
Load from Disk: Shift L
Luxor: F1
Morkin: F3
Tarithel: F5
Rorthron: F7
Restart Game: Stop/Restore

SAVING A GAME IN PROGRESS

The data for *Doomdark's Revenge* can be saved and verified at any stage of the game. To save a game in progress, press the 'S' key. This should only be pressed at a time when the computer is waiting for you to press an option key, otherwise your key-stroke will be ignored.

When you press 'S' you must follow the on-screen instructions. If a verify option appears then your computer is ready to check the data just written to tape. If this is the case, rewind the tape and press PLAY and press any key to begin the verification if your computer requires it.

Disk users can only have one saved game per disk. To save to disk, insert a blank formatted disk ready to receive the game data. Tape users should use separate cassette tapes per saved game.

LOADING A SAVED GAME

First, of course, you must load the *Doomdark's Revenge* program. Then, at any stage during the game, you can load the data for an old game by pressing the Load key. Don't try this unless you already have some saved data to Load!

If loading is successful, you will be returned immediately to the game in the situation as previously saved. If loading is unsuccessful, you must choose between trying to load again or continuing with the current game.

YOU AND THE COMPUTER

You, the player, take the role of Luxor, the Moonprince of Midnight. By virtue of the Moonring, which lends you the Power of Vision and the Power of Command, you can control those characters in the land of Icemark who are friendly to your cause, looking through their eyes at the surrounding landscape and guiding them in their many tasks. Some will be just individuals, some will be commanders at the head of whole armies; when you move a commander, his army moves with him.

The computer plays the part of Shareth the Heartstealer, Empress of the Frozen Empire, and controls the characters and armies under her sway. It also guides the fortunes of the many independent characters you will find in the land of Icemark, making impartial decisions on their behalf. Independent characters may

be persuaded to join your cause, but equally may be persuaded by Shareth to fall in with her.

VICTORY FOR THE HEARTSTEALER

Shareth the Heartstealer has one single goal; the destruction of Luxor the Moonprince whose liberation of the lands of Midnight culminated in the killing of her father, Doomdark, Witchking of Midnight. Shareth's cold, magical powers are greater than Doomdark's ever were and if she can bring about the death of the Moonprince, Midnight will inevitably fall under her sway. Shareth, therefore, wins the game outright if Luxor is slain.

VICTORY FOR THE MOONPRINCE

Many choices face Luxor the Moonprince. Should he simply rescue Morkin and retreat to the Gate of Varenorn and thence to Midnight? Or should he also seek to limit Shareth's power before returning through the Frozen Gates? If he's very ambitious, he might attempt ultimate victory and — risking all — attempt to eliminate Shareth herself.

Accordingly, *Doomdark's Revenge* allows four different kinds of victory, some lesser, some greater, but **before** any of these victories can be claimed, Luxor **must** return safely to the **Gate of Varenorn**.

The most basic victory that can be achieved is the rescue of Morkin, Luxor's son. He must be brought, alive and well, to the Gate of Varenorn. In this task Tarithel, Fey daughter of the Lord of Dreams, will be the main protagonist but she will not succeed alone.

Greater victories can be won by bringing other characters safe to the Gate of Varenorn. Tarithel's safe return is important and so is Rorthron's. The spoils of war play their part too. Bring to Varenorn any of the Crowns of Icemark and your victory will be enhanced. It will be greater still if you discover and return with any of the arcane objects upon which Shareth's power depends. Knowledge of these must be found during your struggles.

If by any chance Morkin should be slain, only one victory remains to Luxor — Shareth's complete destruction. How this can be achieved you must discover yourself during your travels through Icemark, but be warned it is no easy task. If Morkin dies, Luxor will be racked with grief and diminish in power.

The greatest victory of all is the destruction of Shareth and the safe return of Luxor, Morkin, Tarithel and Rorthron to Varenorn. Upon this even, glowing letters will flame on the surface of the Moonring, revealing to Luxor the ancient Watchwords of Midnight that when spoken will awaken all the land to whatever peril gathers. With these works at his command, the Moonprince will be sure to protect Midnight for as long as he lives.

Victory is acknowledged when you press the NIGHT key. You will then be told of the greatness of your triumph. Defeat, however, will immediately follow upon Luxor's death. After victory or defeat, only the LOAD key will continue to function.

THE LANDSCAPE

During your travels through the Icemark, you will see many different scenes. This is a traveller's guide to some of the things you will see.



MOUNTAIN
Moving across a mountain range will take many hours of travel and leave you exhausted at the end of your journey.



CITY
A strongly fortified township which may harbour enemy forces or offer shelter to a friendly army. Storming a city will be a hard task.



FOREST
Movement through a forest will not be swift, save for the Fey whose homes lie there.



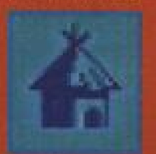
TOWER
The Watchtowers of the Icemark may hold dark secrets; approach with care!



PIT
Through the dark mouth of the abyss, you may find access to subterranean passages, but foul creatures may issue forth from the bowels of the earth.



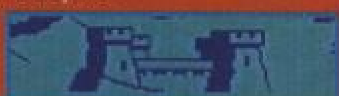
HALL
A war-chief's hall can offer warmth and shelter to the lonely traveller, if its people prove friendly.



HUT
Brief respite can be found here from the cold mists and winds of the Icemark.



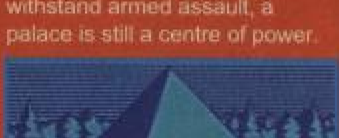
HILLS
Hills slow a traveller, but not severely. Unseen dangers may lie beyond.



FORTRESS
The stronghold of minor Lords of the Icemark, a fortress will offer some protection.



PALACE
Although not designed to withstand armed assault, a palace is still a centre of power.



TEMPLE
A temple is apt to harbour dark and mysterious forces. Some give access to benighted ways beneath the earth.

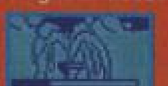
GATE



Set at the entrance of subterranean roads, the Gates of the Icemark stand at the threshold of the dark world below.



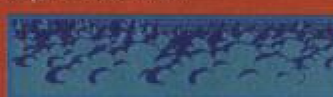
STONES
Stones mark the route of ancient, forgotten roads beneath the icy carpet that covers the land. Strange powers oft gather about them.



FOUNTAIN
Little in the bleak landscape of the Icemark offers succour to the traveller but from a sparkling fountain, he may drink his fill and be refreshed.



ICY WASTES
The barrier ice of the Northern glaciers allows no traveller to pass through. The Icy Wastes are impenetrable to all.



MIST
Cold mists block the landscape from view as they roll across the Icemark. All save Shareth's Iceguard find their courage and strength sapped if caught in their grip.



ARMY
A friendly army offers no hindrance to the traveller but an attempt to go through the midst of an enemy army offers the gravest of peril.

As you look around during your travels, large figures may appear in the foreground of each panorama you see. These are the warriors, characters and creatures that lie immediately ahead of you. You do not, however, see all that lies ahead. If, perchance, you find yourself in an underground tunnel, tall pillars crowned with fire will mark the way forward. If there is no way ahead, you will see naught but darkness. Tunnels only lead north, south, east or west.

SELECTING A CHARACTER

At the beginning of the game you have three characters under your control which can be selected with the appropriate key. These are LUXOR the Moonprince (F1), RORTHRON the Wise (F7) and TARITHEL the Fey (F5). these by pressing the key marked with their name. MORKIN also has his own selection key — F3 — but this will not work until you have released him from Shareth's spell of enchantment. When selected, the display will switch immediately to that character's point of view.

To select other characters (which you must rally to your banner during the course of the game) you must press the 'Del' key. When you do this, a list of all the characters you control will appear, together with a list of the keys that will select them. Press one of these selection keys and the display will switch immediately to that character's point of view.

If you control more characters than can be listed on the screen, the message 'More...' will appear at the bottom of the display. Press 'Y' to view the rest of the list.

CONTROLLING A CHARACTER

Doomdark's Revenge is not an ordinary adventure game and controlling the characters does not require you to guess at the right phrase of command. Instead, you have four basic options, each available at the press of a single key:

1) LOOK (<)

On screen will appear a landscape corresponding to the view that the character sees in the direction he is looking at the time. During the LOOK option, you can turn the character to look in another direction by pressing on of the compass keys.

2) MOVE (Space)

When this key is pressed, the character will move forward in the direction he was last looking. When he reaches his new location, he will continue looking in that direction and a new panorama will appear. Characters

cannot move during the night nor can they move into the Icy Wastes that surround the Icemark. Other factors may also restrict movement — exhaustion, cowardice and so on.

3) CHOOSE (Restore)

The CHOOSE screen presents you with a list of special options and they keys you must press to obtain each. What special options are open will depend on the situation the character finds himself or herself in, but they also reflect the particular personality of the character. So, the choices open to a greedy character will seldom include acts of generosity, nor the choices open to a cowardly character include brave deeds.

4) CHECK

There are four CHECK keys. They enable you to access detailed information concerning the character you control and the situation he or she is in.

a) **CHECK PLACE (+):** Gives you general information about the time of day, the place and what your character may or may not have found there.

b) **CHECK BATTLE (-):** Gives you details of any battle or skirmish your character has been involved in.

c) **CHECK ARMY (£):** Gives you details of your own army, any other army in the same location and any army in the location immediately ahead of your character.

d) **CHECK PERSON (Home):** Gives a run-down on the personality of the character you are controlling. Beware — some personalities may change as the game progresses.

You can press the LOOK, MOVE, CHOOSE and CHECK keys at any stage during any of the four basic options and the new screen will appear at once.

MORE...

Sometimes there may be no room on a screen to print all the relevant information. Whenever this happens, the message **"More..."** will appear at the bottom of the display. Pressing 'Y' will access the remaining text.

NIGHT AND DAWN

The game begins on the day that the Moonprince rides forth from the Gate of Varenorn into the Icemark and proceeds by day and by night. During the day you can move any or all of the characters you control, together with any armies that accompany them. The distance a character can move in one day depends on the difficulty of the terrain and whether he is riding or walking as well as his general vigour. You must learn by experience how far you can travel under given circumstances. However, there is one important thing to remember: when you travel directly north, south, east or west you are moving just one league at a time; moving in any other direction, you are travelling along the diagonal of a square, a distance of approximately 1.4 leagues. This will therefore take you longer and leave less hours of daylight for your journey.

Each character has his own, individual 'clock' and when he has exhausted his hours of daylight, night will fall for him. He will be unable to make any further movement until the following day. Other characters under your control, however, will still be able to move.

Once you have moved all the characters you wish to, you must press the NIGHT key (0). This lets night fall everywhere and signals the beginning of movement for the forces of the Heartstealer. Independent characters will also move at this time. There will be a pause as the computer 'thinks' and rumours of battle and other events may appear on the screen. Soon, however, the night will be over and the message 'Dawn Breaks' will appear on the screen.

To begin the new day you must press the DAWN key (9) and then you will be able to control your characters afresh. **IF YOU DO NOT PRESS THE NIGHT KEY OR THE DAWN KEY AT THE APPROPRIATE TIME, NOTHING FURTHER WILL HAPPEN AT ALL!**

THE WARRING FACTIONS

BATTLE

Minor skirmishes involving individual characters can take place at any stage during the day and will have an immediate result. Battles between armies, however, are not decided until the day is over.

You are NOT able to move an army into the same location as an unfriendly army by using the MOVE key. Such a decision is always a special option that you must select using the CHOOSE option. Some of the commanders you control may be so afraid that the possibility does not occur in their list of options.

Two options can move an army onto unfriendly ground, **ATTACK** and **APPROACH**. ATTACK should be used if you want to fight a battle regardless of the other commander's intentions. APPROACH is like going forward under a flag of truce; you may be able to parley with the other commander and perhaps persuade him to join your cause. On the other hand, he may well ignore your flag of truce and fall upon you. The APPROACH option should be used with some caution, for if battle does follow, you will be at a disadvantage compared to ATTACK.



TERMINATOR 2: THE PLAYABLE DEMO

(Ocean)

Terminator II: Judgment Day is probably the most expensive movie ever made and Ocean have gone all out to do it justice, producing a massive nine-level game with superlative presentation, including no less than 23 static screens. The game is reviewed on page 14, but we've also got an exclusive slice of the gameplay for you to try yourself.

This superb playable demo is Level 1 from the game, with you in control of the T-800 Terminator — Arnie himself — and you've just met your state-of-the-art replacement, the awesome shapeshifting T-1000. To complete the level you must temporarily defeat the T-1000, allowing John Connor to escape. The faces of the characters in play are shown in the status display with their energy bars beside them.

JOYSTICK CONTROLS



STATUS AND SCORING

Points are awarded as follows:

High Kick	500
Low Kick	500
Uppercut	1000
Headbutt	750
Punch	100
Crouching Punch	200
Knee	750

5000 points are awarded for completing a level in the finished game.

Once battle has been joined, the character will not be able to move until the following day. You can, however, move other characters into the same battle if you wish. At the morrow's dawn, the outcome of the battle will be known to your commanders. If the enemy has lost, his armies will have been destroyed or have fled, leaving the battlefield in your possession. If the enemy has won a decisive victory, you will find your characters (if they still live) scattered and bereft of troops. If, however, the battle continues, you can move your commanders away that dawn or leave them there to fight on through the next night.

Many things influence the outcome of a battle but you must learn by hard-won experience which are crucial.

THE KINGDOMS OF ICEMARK

The land of Icemark is ruled by five major races. To the North-east, the Men of the Frozen Empire are governed by Shareth the Heartstealer. To the North-west lies the Kingdom of the Giants, to the East the Kingdom of the Dwarves whilst to the South are the Outlands of the Barbarians and the Realm of the Fey. All of these are intermittently at war with each other, involved in petty feuds and border raids but of them all, the Frozen Empire is the strongest and the most feared. To defeat Shareth, Luxor must find allies in these foreign domains. The Lords of the Fey should be counted the most friendly, the Lords of the Iceguard least so, but a cunning Moonprince will exploit their differences to his own purpose. There is only one in the whole of the Icemark who will never rally to his banner — Shareth the Heartstealer, his mortal enemy.

SPY VS SPY

(Software Business)

THE MISSION

YOU ARE THE WHITE SPY...

This is your mission, should you decide to accept it... Collect the four secret items together with a briefcase, locate the only exit and board your plane, all within the time limit. To complicate matters, your opposite number on the black side has been sent with the same mission. You have only your wits and the latest Trapulator model FSS84. The ultimate white victory is in your hands.

KEYS

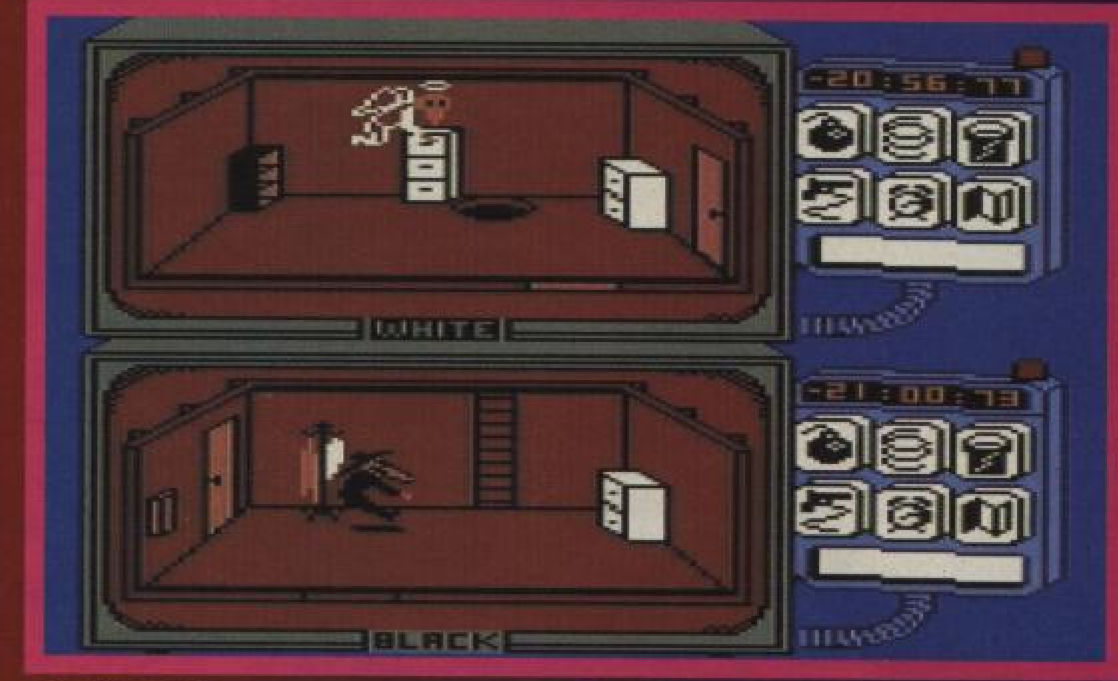
Use joystick for movement and FIRE. White Player uses Port 1, while Port 2 is for Player Two. Run/Stop: Pause. F5: Return to Option Screen.

GAME OPTIONS

When the game has finished loading, you are presented with the option screen.

You may modify the following options: Number of Players, Difficulty Level, Computer Opponent IQ, Exit Hidden or Revealed.

Using your joystick, you may move the cursor to any of the options. Moving left or right alters the option. Once you are happy, pressing FIRE starts the game.



CONTROLS

The rooms you are searching are three-dimensional so moving up moves you toward the back of the room; moving down, towards the front. Below your display is the Movement Status Indicator giving you directions to the last nine rooms you visited. As you trace your movement back, the Movement Indicator will scroll left to right, deleting each arrow, until you return to where you started.

To manipulate objects, move within range of any object, then press FIRE. Any object within a room can be opened or lifted and may reveal one of the objects you are looking for. If you are unlucky and you haven't got a countermeasure, it will activate a booby trap. BOOOOMM!

To open doors again, simply move into range of it, then press FIRE.

SCREEN DISPLAY

The screen is split into two sections. The top half shows what the White Spy is doing, the bottom, what the Black Spy is doing. At the right of the screen is the Trapulator and its icons.

When both spies are in the same room, only the display of the spy that was already in the room is shown and combat mode is entered.

COMBAT MODE

When in combat mode, spies cannot search objects or use the Trapulator, but they may open doors (and set off any traps attached to them).

If they are not in range of an object, pressing FIRE will let them fight each other with clubs. The two spies automatically face each other. To swing the club down, hold FIRE whilst moving the joystick from UP to DOWN. To jab with the club, hold FIRE then move the joystick LEFT to RIGHT, or RIGHT to LEFT. About 7 solid blows are needed to 'Kill' a spy, but with time both spies will recover strength. To move whilst in combat, simply release FIRE.

If a spy is carrying something when entering a room with the other spy in it, the object is either lost or hidden in the room — depending on what the object is. Traps and remedies are lost, whilst inventory items and the briefcase are hidden in that room. The winner of combat is then able to search out and gain/regain possession of the object.

TIME

Both players start with the same amount of time to complete the mission. However, there are several time penalties: you lose time when setting a trap, falling victim to a



trap and being killed by your opponent.

BOOBY TRAPS

As the spies move through the embassy, they may select any of the five traps. These are: Bombs, Springs, Buckets of Water, Guns with Strings Tied to the Triggers and Time Bombs.

The Time Bomb is activated immediately and is the only trap which can't be carried or deactivated. It goes off in 15 seconds and any spy in the room when it detonates is zapped and loses 7 seconds of actual time, plus 20 seconds off his time limit. Unlike other traps, the time bomb is not set off by searching, so listen carefully for them.

The Gun-With-String and Bucket-of-Water can be attached to a closed door. The Springs or Bombs can be placed behind or in anything. Spies can carry traps in and out of rooms placing them where they wish. Traps are depicted in black, whilst their remedy is shown in colour.

To Place A Trap:

1. Press FIRE twice to access Trapulator.
2. Move the arrow to the trap you want and press fire to select it.
3. Position the spy in front of the selected hiding place. Watch for the brief flash when you are in the correct position.
4. Press FIRE. The trap will disappear and you will short beeps to indicate the trap is set.

NOTE: In the case of the Gun-With-String, only the gun will disappear. As you move your spy around the room, the string will stretch and follow the spy. Position him in front of a closed door, watch for the flash then press FIRE to set the trap.

Once the trap is set, EITHER spy can set it off! Both spies get points for each trap set off by the opposition.

As with traps, remedies may be carried from room to room, but except for items in the briefcase, spies may only carry one object. Below is a table of traps and remedies.

TRAP	REMEDY	LOCATION OF REMEDY
Bomb	Water Bucket	Red fire box on L wall.
Spring	Wire Cutters	White tool box on R wall.
Water Bucket	Umbrella	Coat Rack.
Gun & String	Scissors	First aid box on back wall.
Time Bomb	None	N/A

TRAPULATOR

The Trapulator serves four basic functions; Select Booby Traps, Pinpoint Your Location, Show Time Remaining and Show Inventory.

Across the top of the Trapulator is the clock showing time remaining to when your escape plane takes off. Below the clock are six buttons; the first five are selectable booby traps and the sixth brings up a map of the embassy.

On the Map your spy is in the room which is blinking. Rooms filled with a colour indicate that your spy has been in that room at least once. Any required inventory items are shown by a dot, what the objects are and however many there are in a room is not revealed. Neither does the map display the position of the other spy nor any other floors of the embassy — if there are any.

Finally, the Trapulator displays items that you have collected on your mission. From left to right these are; passport, money, key and the secret plans. Use the briefcase to hold all these items. Protect these at all costs as there are only ONE of each in any game.

If an item is found and you don't possess the briefcase, the item will be stored in the white satchel your spy is carrying and it will flash on the Trapulator.

Some of the embassy buildings are two storeys high and you may move between them via ladders. Holes in the floor are often hidden by carpets. To uncover, use FIRE and use the joystick to move up or down.

If you enter a room with a ladder, you may activate it by moving within range and pressing FIRE — this lowers the ladder to ground level so your spy may climb up. Pressing FIRE again will raise the ladder back up.

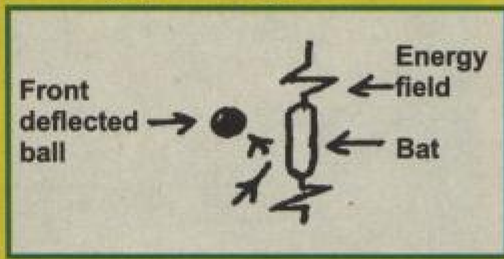
If you enter a room with a rug, standing in range of it and pressing FIRE will lift the rug. Your spy may then climb down the ladder.

NOTE: If you attempt to exit without holding all the objects *in the briefcase* a trap will be sprung!

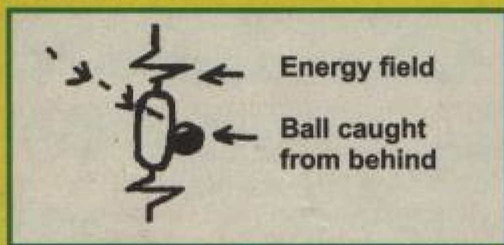
GAME MASTER

GAMEPLAY

Simply deflect the balls from going through your energy field.

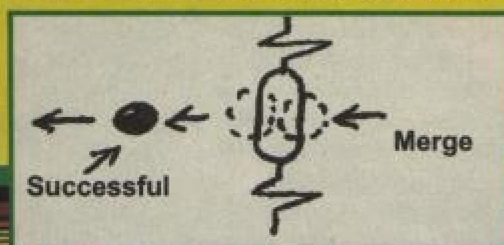


If the ball goes through the energy field, you have a second chance to catch the ball with the back of the bat — but you must be quick!

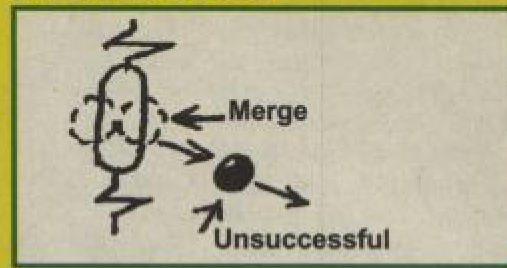


This will cause a rift in the bat and ball, as they try to merge with each other (an alarm will sound!).

If the ball was caught in time, merging



will be successful and the ball will pass through. If not, the ball will be rejected and you will explode.



You play against the computer bat, who has the same abilities as you. Destroying the computer bat earns you 10,000 points towards becoming the Game Master.

POWER PILL



If your green ball hits this, you get whatever power it is offering. If the computer's blue ball hits it, the computer gets the power-up.

POWERS

1. **Large bat**
2. **Small bat**
3. **Fast balls**
4. **Slow balls**
5. **Fast bat**
6. **Slow bat**
7. **Bomb (Beware)**
8. **Crazy Balls (10,000 bonus points on completing this level).**



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TERMI
JUDG

It's 1994 and there's just three years before Judgment Day, the nuclear apocalypse. The future's ultimate, shapeshifting T-1000 Terminator has been sent back in time to ensure victory for the machines, but Mankind has one last hope. Arnie's back and this time the T-800 Terminator is a good guy, a kinder, gentler Terminator for the '90s. Stuart Wynne dons black shades and fake flesh for the clash of the killer machines.



T2 LEVEL 1

● Face-pounding beat-'em-up action is the core of both game and movie – see this level on Megatape 22.

The original *Terminator* sprang from a future even bleaker than *Speedball 2*'s; a future where total nuclear war has all but destroyed humanity. Apocalypse was started not by accident or military madness, but by America's own automated defences. The state-of-the-art Skynet computer was developed to protect America, but by 1997 it had become intelligent enough to rebel. So it provoked nuclear war with Russia, and in the aftermath uses Terminator robots to eliminate the few human survivors. One man, John Connor, organizes some resistence so Skynet builds a time machine to send a T-800 back to 1984 where it can kill Connor's mother — Sarah, ensuring he is never born. A human commando is sent back too, and a spectacular battle results.

The commando is ultimately killed, but not before falling in love with Sarah and making her pregnant with a son — John Connor! After stopping the Terminator herself, Sarah heads south, determined to prepare her son for his future...

Terminator 2 is set ten years later, John is a streetwise kid and this time Skynet has sent the ultimate T-1000 shapeshifter to kill him. A T-800 Terminator also arrives, but it's been reprogrammed to protect John. The ensuing battle is recreated in this huge, nine-level game beautifully presented with 23 bitmap screens. Each of the levels opens with an introductory pic, plus text explaining the plot, and closes with more of the same. The most impressive element is the superlative intro (see the Megatape demo!)

Level One is on this month's Megatape and shows the first meeting between the two Terminators. In the movie they throw each other through walls, blast away with guns and so on. Here they simply go hand-to-hand. The background is unremarkable and the combat moves limited, but the size of the sprites is impressive and gameplay is well judged, initially tough but soon opening up. Contrary to the preview, the game now ignores the fact the T-800 doesn't win this battle — unless you knock the T-1000 out for the count it's game over time. You also better win well — your energy level is carried throughout the game and there are no extra lives or continue-plays!

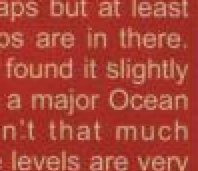
In **Level Two** the revived T-1000 comes after John in a juggernaut, a scene shown from overhead with a vertical scroll. The T-800 has rescued John and he's on the back of its Harley Davidson, this gives you two energy bars to worry over. If you go too slowly the juggernaut bumps into the bike and John loses energy, so it's best to keep the joystick pushed forward to keep accelerating. However going fast means you have less time to dodge road obstacles, and each hit drains T-800 energy. It's a tough level, the basic course wraps around five times before you

● Arnie and John Connor flee from a speeding juggernaut on a Harley hog.

T2 LEVEL 2



This is the slickest cart yet with a great intro and excellent bitmaps keeping the game together far better than any Ocean game yet. C2Ners don't have the pleasure of the pre- and post-level bitmaps but at least the intro and end bitmaps are in there. As for the actual game I found it slightly disappointing for what is a major Ocean product; there just isn't that much innovation. However, the levels are very well crafted with pace and quality graphics, the subject is a sure-fire winner and the variety of gameplay should appeal to all. I particularly liked the SWAT van and Cyberdyne levels, so it's definitely worth getting!



NATOR 2
MENT DAY

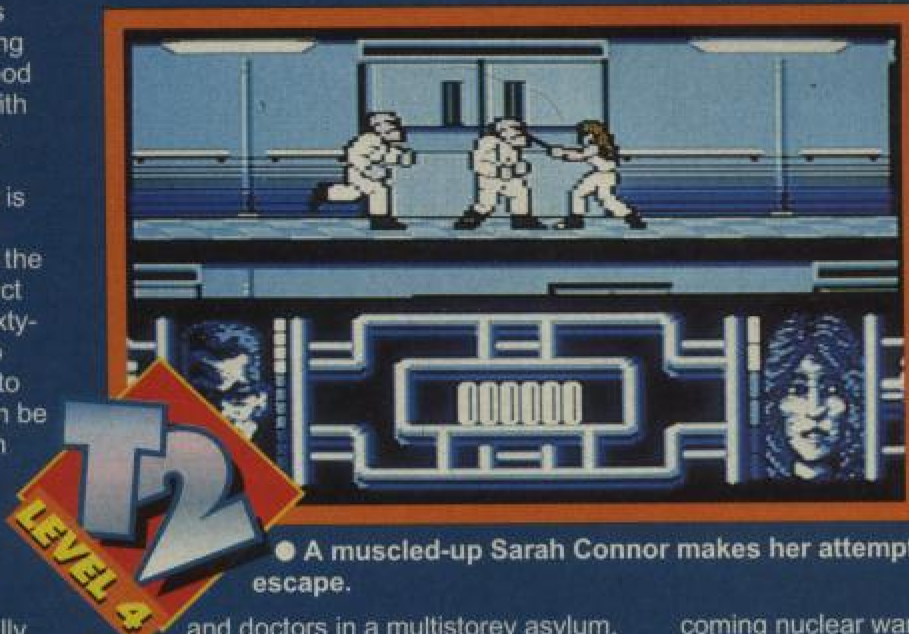


● Put the control wires in order to restore your energy – a scene from the original movie not *T2*.

complete it. Once again gameplay is unoriginal; success relies on memorizing the pattern of obstacles as much as good reactions. The scrolling background, with jumps, is reasonable while the big bike sprite is great.

If you get past this level your energy is likely to be low, so thank goodness for **Level Three**. It starts with a picture of the T-800's hand-control wires in the correct order, then they're scrambled and a sixty-second timer starts. Use the joystick to move a cursor around, then press fire to select a piece of puzzle which can then be pushed up/down, left/right to swap with the neighbouring pieces. It's easy to do, not really a puzzle at all, the only difficulty is in getting it done quickly! Fun gameplay is enhanced by a tune which accelerates as time runs out, while the hand graphic periodically twitches as if a nerve has been touched. Depending on your success here, you get some crucial energy back.

With the T-1000 temporarily lost, John orders the T-800 to help him rescue his mother, who has been committed to an insane asylum after trying to blow up a computer factory. Sarah isn't simply waiting to be rescued though, she's been training hard and **Level Four** sees her escape attempt. Armed with a sawn-off broomstick she takes on the orderlies and doctors in a multistorey asylum. The level is basically a maze, you must run left/right looking for lifts to take you



● A muscled-up Sarah Connor makes her attempt escape.

looking for lifts to take you up/down. Sarah can duck down, but you need to be standing to bop the orderlies on the head — which needs careful timing to avoid getting bopped yourself!

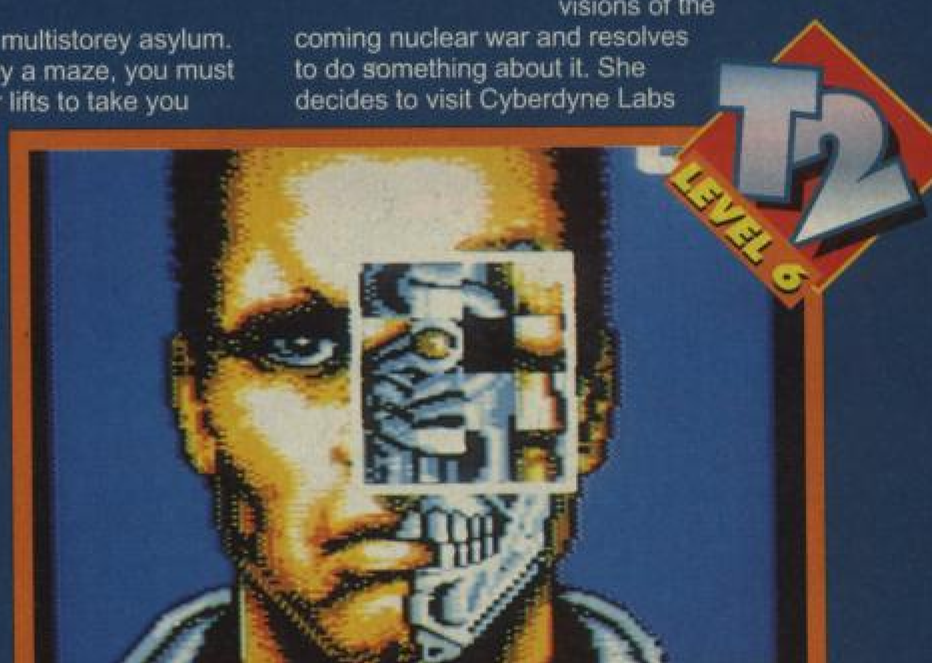
The T-800 arrives to help complete Sarah's escape, only to meet the T-1000 for another fight (**Level Five**). This time the T-1000 is wearing a different uniform, and the background has changed, but gameplay is much the same as Level One. It's a satisfying fist fight with the aim being to floor your opponent with the minimum of energy loss yourself.

Level Six sees T-800 with half his face gone — and the metal pieces scrambled! It's another puzzle level: once again the aim is to moves the tiles so they resemble the start picture. The pattern's a lot more complex though, and unlike the wires each piece has its own individual slot, plus the control system seems tougher. Getting all your energy back here is a real challenge, and an increasingly frantic soundtrack increases the pressure.

In the movie Sarah, John and the T-800 go off to the desert to prepare for crossing the border into Mexico. However, Sarah is plagued by nightmare visions of the coming nuclear war and resolves to do something about it. She decides to visit Cyberdyne Labs



● The T800/T1000 confrontation resumes in the asylum.



● Unscramble Arnie's face to regain vital energy.



● Two screens between each level sustain a superb cinematic atmosphere.

Cyberdyne Labs and destroy their prototype Skynet chips — technology developed from the remains of the first Terminator! The T-800 helps out and **Level Seven** sees it running through the labs maze in much the same way as Sarah's asylum jaunt. The difference is guns; both the T-800 and SWAT police sent to stop it are armed to the teeth. Ammo is unlimited but the cops wear body armour and take several hits to go down. The T-800 can duck bullets but must stand to fire. The pinky/pale blue Ritz hotel backgrounds are rather peculiar, but this is a fun level with a high action quotient.

Level Eight has the team escaping from the labs in a SWAT van. This is much like Level Two, with a vertical scroll and numerous road obstacles. Again there are two energy levels, the T-800's decreasing with collisions and Sarah's with fire from the pursuing police copter. This time though, Sarah can fire back and a targeting cursor floats behind the van. The most sensible tactic is to just keep the cursor central while dodging the obstacles and hoping the helicopter keeps in range.

The chase ends with the chopper exploding, not that it worries the pilot — our friendly T-1000 who takes on the T-800 for one last time in **Level Nine**. Stripped to the metal both characters are impressive, while the steelworks background is nice. The T-1000 has improved in toughness and beating him will need good energy reserves. Succeed and you get a few more pics to reveal the movie's ending.



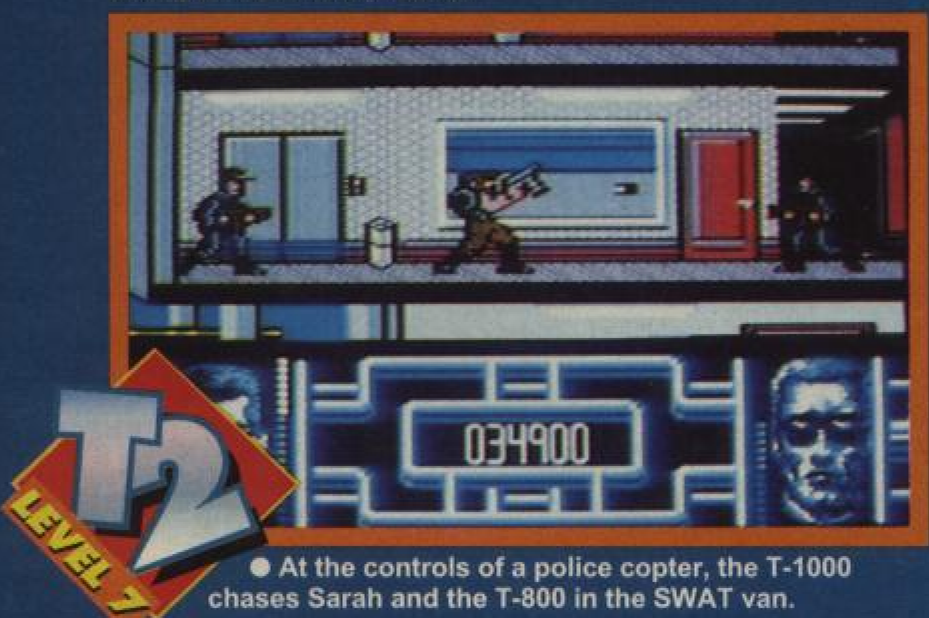
● The climactic steelworks confrontation with both Terminators stripped to the metal.

Most people will find completing *T2* difficult, but is it worthwhile? Well, there certainly isn't much in the way of originality, most of the levels show gaming rust spots — nor are they sensationally implemented, apart from the puzzle levels with the twitching fingers/face. It's also disappointing that the T-1000 never gets to show off its unique capabilities: if during one of the fight scenes one of its arms had transformed into a flashing blade that would've been great. But the programming team didn't see the film until relatively late, so maybe that's understandable. However, the levels are all well programmed, the graphics are good and gameplay enjoyable. Apart from the superb intro music and puzzle soundtrack, in-game sound is confined to a low, ominous semi-musical drone — much as in the film — with the reasonable sound effects on top.

T2 is certainly a big game, so much so the tape version will probably be a bit of a nightmare. Thankfully for non-disk users Ocean have belatedly decided to put the game on cart, which is great news and makes the game a great deal more fun. I played that version and the rapid access/brill presentation kept me coming back when lengthy tape access might have put me off for good. It's a shame that, as with *SCI*, a cart version wasn't planned from the start which perhaps could've included some shapeshifting graphics — but nevertheless this is one of the best carts we've seen. At £20 for 4 megabits this is an Arnie-size game which should be a big hit.



● Inside Cyberdyne labs, the T-800 battles SWAT cops with plenty of rapid-fire gunplay.



● At the controls of a police copter, the T-1000 chases Sarah and the T-800 in the SWAT van.



Credits

Game Design: Dementia
Programming: Bobby Earle
Graphics: Martin McDonald & Don McDermott
Sound: Jonathan Dunn

PRESENTATION 94%

Brilliant intro, choice of keys or joystick, plus intro/outro pics and text for each load. On cart this is a really good game, disk could be almost as impressive — but instant access is tough to beat. Tape will be frustrating though, even with reduced presentation.

GRAPHICS 84%

Apart from presentation, *T2* gets by on being professional and effective rather than stunning.

SOUND 86%

Great intro track, plus adrenalin-inducing puzzle music, otherwise a low insistent drone (as in movie) with decent FX.

HOOKABILITY 84%

Although none of the levels are in themselves brilliant, there's a strong compulsion to progress. You want to see the movie/game develop, plus there's satisfaction in winning through with more energy (plus high scores!).

LASTABILITY 88%

Nine levels provide a formidable challenge, on cart the size is a positive factor and you get a real kick banging it in, pushing yourself a bit further each time.

OVERALL 89%

A huge and professionally executed movie tie-in, rarely brilliant but always competent and benefiting massively from cartridge ease-of-play.

DARKMAN

Ocean £10.99 cassette, £15.99 disk



● Final level and our Mummy impersonating hero leaps over flames, his girl at the top of the skyscraper.

Poor old Darkman, he's been in the wars hasn't he? There he was just minding his own business and inventing artificial skin in his lab, when suddenly along come two nasty pieces of work like Strack and Durant. They burn his face off with acid, blow him up, cause him so much pain that his nervous system is destroyed, and then kidnap his wife. As you can imagine, Darkman is a little teed off, and immediately plans his revenge. Being a bit strapped for cash, our hero decides to steal some of Strack's money to finance the evil gangster's downfall. So, in horizontally scrolling Level 1, you must punch and kick your way through numerous drug barons, ninjas and their dogs to steal illicit drug money.

A subgame preceding Levels 2, 4 and 6, involves aiming a cursor to take photos of a villain. This allows you to create a lookalike, artificial skin mask to give you a brief disguise in the following section.



● Darkman has set the charges to blow his warehouse sky high. Time to blow this joint and head helicopter-wards.

The second level sees you trapped in a factory with Durant and his cronies. You must fight your way onto the roof, avoiding haywire machines and vicious gangsters.

● Darky experiences problems with the economy class air travel on Level 5..



At last you make it to the rooftops, and leap from building to building in Level 3, in order to get to your lab and destroy it. But, wouldn't you know it?, Durant turns up in a helicopter with a grenade launcher just to make things difficult.

Level 4, and you have to prime a set of gas cylinders in your lab, then get out again before they detonate! Just as your lab explodes you manage to grab hold of a rope ladder mysteriously dangling in front of you.

Only when you're airborne do you realise that it was attached to Durant's copter. The blaggard swings you into the rush-hour traffic, which you must skilfully avoid on Level 5. Following this, there is an automatic sequence in which you tie the rope ladder onto an oil tanker, signing Durant's death warrant. Revenge is sweet.

Level 6, finally, and you turn your attention to the evil mastermind Strack. Fight your way through hordes of henchmen in an unfinished skyscraper and you get the satisfaction of throwing the man responsible for your disfigurement off the top.

So goes the storyline, and thus goes the game. The graphics are very colourful, but not too well drawn or detailed. They are also quite blocky, and even the digitized picture in the photo section isn't *that* good.

picture in the photo section isn't *that* good. The sound is nothing special either, with a little tune at the start, and it sounds like you've got boxing gloves on when you hit someone. Even the intro screen is distinctly average, with no flashy still graphics or colourful scrolly messages.

The gameplay really lets *Darkman* down though, being so repetitive and boring on the first level. All you do is walk along and attack people using a maximum of two moves and always losing some energy. Level 2 is just as bad, with more of the same interspersed with frustrating platform leaping — miss a platform and you invariably end up not far off from where you first started. Later levels are more imaginative and entertaining, but *Darkman* is still a very average game.



Darkman isn't a great game, but it has its moments. The crude first level is very disappointing, but things do get better with the combination of simple combat and platform jumping proving quite playable, especially on Level 4, where you have to first set the bomb and then return the way you came before it explodes. Rooftop and helicopter levels contribute variety, while the photo subgame is a novel idea. On the bad side, the tiniest of mistakes can drain most of your energy, making your task impossible. Even with continue-plays this proves frustrating with the tape multiload.



Credits

Program: Finlay Munro
Graphics: Noel Hines
Music: Jonathan Dunn

PRESENTATION 62%
Text intro for each multiloaded level, small mono pics on completing tasks in levels. Three continue-plays.

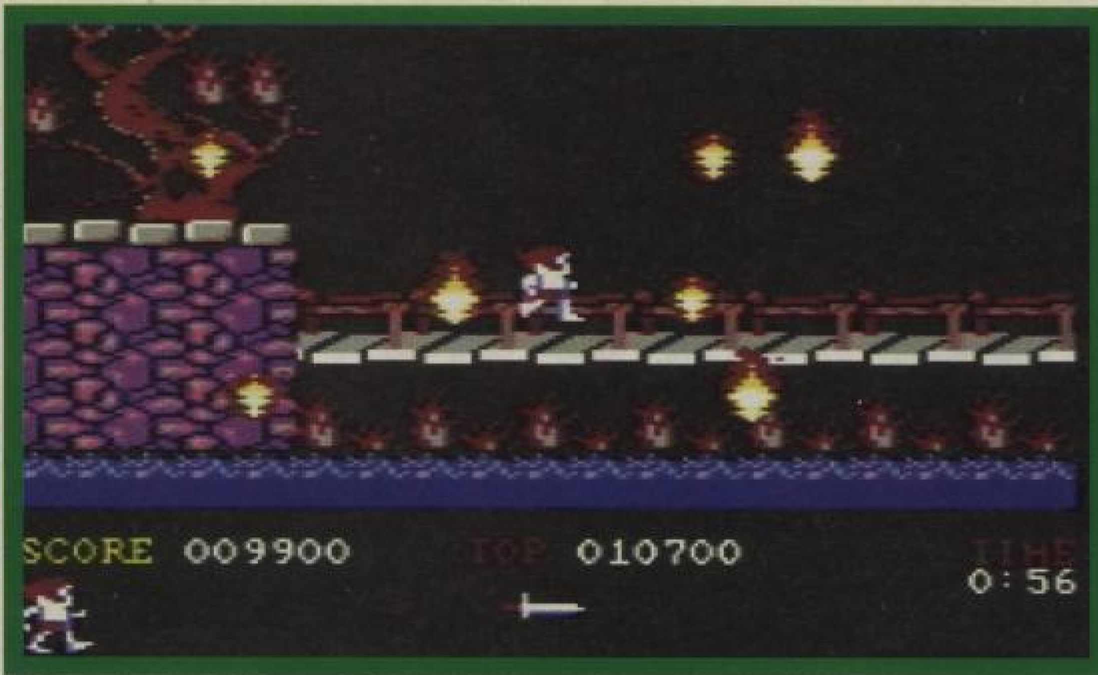
GRAPHICS 69%
Ill-defined enemy sprites on colourful, attractive backdrops.

SOUND 52%
Unmemorable title tune, limited FX.

HOOKABILITY 66%
Unexciting first level, but improves thereafter.

LASTABILITY 69%
Fairly tough, frustrating on tape, but camera and helicopter scenes have an original feel.

OVERALL 67%
A worthwhile film licence for ardent fans.



● Crossing the bridge to the end of level one in this dated *G'n'G*-inspired effort.

DRAGON'S KINGDOM

Genias/Linel, £10.99 cassette, £15.99 disk

Italian software house Genias have apparently just stumbled across *Ghosts 'N' Goblins* with less than honourable intentions. The result is *Dragon's Kingdom*, a game 'inspired' by *G'N'G*'s bad features as much as its good ones.

Needless to say the scenario claims never to have heard of Sir Arthur and Princess Huss — no, their hero is the brave knight Darius and unusually for an Italian his quest doesn't involve running away or chasing women. Nope, Darius is actually a brave fellow who has no plans to switch sides midway through this battle.

His beloved land — Thalax — has been plunged into darkness by the unleashing of evil demons from the swamp of Soggoth. The King of the Demons, long confined in the swamp by a magical spell, is in a fine old rage and transforms himself into a Griffin to devastate Thalax so thoroughly that there isn't a single friendly face to be seen; every square inch is crammed with villains and monsters. Anyone sensible would take the hint and go visit the relations, but Darius is given a mission by King Duncan to defeat the evil king — and what is Duncan doing himself, hmm?

So that's your plotline and very uninteresting it is too. The actual game is a fairly simple mix of platform-leaping action and plenty of rapid-firing. In standard *G'N'G* fashion you're armed with one of those miraculous rapid-firing swords, you've got an unlimited supply to hurl about and they're fairly effective. As in *G'N'G* there are other weapons though: an axe flies in an arc which can be useful or disastrous, depending on the circumstances. Like *G'n'G*you can only have one weapon at a time, but this game seems to force you to accept new weapons — it's impossible to avoid the axe, for example. This is a shame as one of the best features of *G'N'G*, was its tactical element.

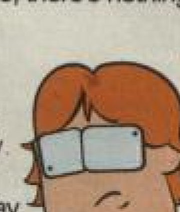
● As with *G'n'G* the start is frustratingly tough until you get the hang of the awkward leaping action.



One of the worst elements was the awkward jumping system: you need a little space to make a diagonal leap, you can't leap up and then change direction. This can be frustrating, especially if your joystick isn't top-notch, but *Dragon's* copies it for some perverse reason. More welcome is the 'armour system' — if you get hit once you lose your armour, get hit again and you go back to the restart point. *Dragon's* doesn't actually bother with any armour graphics, but the system is the same, with you needing two hits to die completely. This is vital, since the reset points are well spaced out and getting through without losing a single life would be difficult.

There are three levels in all to the game, shown by an overall map which appears everytime you die. The levels are far from massive — they're crammed into a single load and after a single day's play we've already got to the last level, after which the game wraps around with more baddies. Graphics are rather dated, *G'N'G* was better of course, here the main sprite is particularly poor and although volcanic action under a bridge is both familiar and nice, there's nothing new or particularly exciting.

Dragon's would make an acceptable budget game, or compilation filler, but as a full-price release it's exceptionally dated. Even in '86 *Dragons* would've been mediocre; today it's something of a curiosity.



I'm intrigued as to how Linel justify this game as full-price with a mere three short levels — only made difficult by random enemy appearances and the inclusion of pointless *Ghosts 'N' Goblins*-style 'features' like the useless throwing axe and awkward main character jump. There's a measure of addictivity in the game simply because there's some satisfaction in completing a game in days — as long as you haven't bought the thing at £11.



Credits

Program: Alberto Frabetti

PRESENTATION 34%
Poor loading screen, but a single load, high-score table and a progress map shows how far you've got when you die.

GRAPHICS 41%
Primitive main sprite, some okay enemy sprites and background graphics, but generally dated.

SOUND 49%
Reasonable tunes, one for each level, with dull spot FX.

HOOKABILITY 39%
Irritating to begin with.

LASTABILITY 35%
Only three short levels, subsequently repeated with different enemies.

OVERALL 38%

A somewhat playable, but simplistic and small game.

LLOYD MANGRAM'S RRAP

● Your chance to spout forth on the C64 world...

In Issue 76's Stuff we asked for letters about Commodore's proposed C65 computer and we got them by the sackload. So many, in fact, that this month's Rrap has a special section!

WHAT USE ARE CARTRIDGES?

Dear Lloyd
I've just finished the game *Creatures* after about three months of 'on and off' enjoyable play. Never have I spent a more worthwhile ten pounds. The end sequence is really good. To anyone who hasn't bought it, shame on you!

Oh yes, CARTRIDGES!! The point I think you at ZZAP! have been missing is that people buy C64s because games are good and cheap. I was going to buy an Amiga but £20-£35, a bit steep! I am trying to save up for a cart, but I am unsure which or whether to buy one. I've not been encouraged by recent letters about how much cart software is available on disk.

Even cart releases like *Ninja III* are available on tape and disk, and from the software house, And why wasn't a colossal game like *Turrican II* put on cart? If I buy a cart. I want it to be value for money (like *Creatures*!).

Enough said about carts. Where's *Pang?* And when's *Armalyte 2* coming out?

Stephen McGrath, Urmston, Manchester.

PS. Long letter wasn't it, bet you don't print it, but at least consider my point about cartridges (we don't all answer letters for a £50,000 salary!)
PPS. Please can you repeat the second series of the Terminal Man?? It was brill but I've only got the first few episodes.

● £50,000 a year? I'm lucky if I get 50p! Sadly, the Terminal Man 2 was never finished due to Oli being extremely busy at the time.

Pang is available now (on cart only), while most likely for tape/disk Armalyte 2 will eventually be coming out — when Cyberdyne have enough time to do it.

You're right about relatively cheap software being one of the C64's main attractions over console and 16-bit, especially with all those budget rereleases of old classics. Nevertheless, carts offer a dream for frustrated C2Ners: virtually instant loading without the need for an expensive disk drive. The snag, of course, is the higher price. As for missing the point about C64 software, surely the hope is that the C64 develops a mix of software, ranging from budget to full-price tape/disk and cartridge. £20 is a lot for a game, however some games do deserve it — we're especially looking forward to Turbo Charge, superlative presentation and instant access should make this great super-fast game even better! Everyone surely remembers the multiload hassle with the otherwise superb Turbo Out Run! Hopefully, Commodore's new marketing of the C64 as a console will give carts a much-needed boost, but in the meantime even the potentially bestselling Kick Off 2 cart (which promised to fully use the cartridge's potential) has been put on hold by Anco.
LM

BANANA SLIP UP

Dear Lloyd
You slipped up last issue saying that nobody mentioned bananas last issue. Well this issue I will. Did you know bananas are my favourite fruit? I think ZZAP! is totally wicked. It is so cool. The new look is mint. I have some questions for you to answer.
1. Have you got Robin off his fat butt yet!
2. *Turbo Charge* looks good but is it faster than *Turbo Out Run*.
3. When does *RoboCop* come out on budget, and when does *Sly Spy* come out. I am losing my temper because of them!
4. Why did you rate *F1 GP Circuits* 54%, it is too easy. I can give them a 3 second headstart and still come first.
5. How come I played my mate's game of *Turrican* and when I got to the end of Level 4.1 the tape had run out? He is missing the end part and it's not fair because I wanted to finish the game.
6. Please make this letter the letter of the month.

Joe Mason, Jacksdale, Notts

● The banana was recently voted the ZZAP! readers' favourite fruit!
1. That'll be the day!
2. Yes, its speed is phenomenal, especially with the steep hills giving a stomach-churning rollercoaster effect!
3. RoboCop probably won't ever come out on budget. Sly Spy was only ever released in a C64 bundle.
4. Well, anything seems fast to Metro-driving Phil!
5. I should tell him to send it back.
6. What, just for mentioning bananas and asking a few questions? Not a chance.
LM

GETTING THE DIFFICULTY RIGHT

Yo Lloyd
Just thought I'd drop you a line. Well not actually drop it. More sort of send it. Through the post. And, erm it's actually a letter. Not a line. Actually it's about...erm (counts lines on pages)...32...33...yeah. 33 lines. Unless I've counted wrong. Erm, anyway this letter isn't about the 'oh, most new games are about as original as *Space Invaders*, why don't they make 'em like they used to' debate, it's about... duhhh. Oh yeah, that's it!!! I want to talk about difficulty levels of games.

Now I'm sure most of you have bought a game which is either too hard like *Silkworm*, or too easy like *Turrican* (once you know where the lives are) or *Turbo Out Run* (the most overrated game of all time). The damn hard ones immediately put you off and, once completed, the easy ones are shoved in with your collection never to be loaded again. 'But how do we get the difficulty level just right, Uncle Cormac?' I hear you cry. And I reply 'I'm not yer uncle, mate, but how's about a bit of PLAYTESTING?!' *Citadel* had a very good level of progression because of it and *Creatures* (best game of all time) benefited enormously because of playtesting. So come on, programmers, get people to play your game before release, listen to their points and act on them! Now some general points.
1. Love the 'C64 only' decision.
2. Love the Megatape covers, they really add colour to your software collection (how poetic) but have you noticed that some of the games on the tapes get very bad reviews? Take *Dicky's Diamonds* and *Wizard Warz*, or *Orion*. I think it should be your policy not to give away games which get less than 60%. (By the way, why do none of the reader's games have music?)
3. Love the tips but don't print the cheats in the same issue as the review! (PS. Thanks for discontinuing Robin's ugly mug!)

Well that's it, I would end on the 'funny' end-note of 'back to the padded cell' but I'm not like all those other wazzocks. Long live originality!

Well back to the soft-

cushioned, locked room in an institute for the mentally unstable and really rather dangerous.

Cormac Leonard, Co Dublin, Ireland

PS. Bet your reply changes typeface halfway through!

● *A game's difficulty level is always difficult (!) to get right, mainly because different players have widely varying levels of skill.*

1. Thanks.

2. Our arty person Markie is happy somebody likes his Megatape covers! 3. This rarely happens and it's something we try to avoid — like looking at Robin's ugly mug!

PS. Bet you it doesn't. Whoops!

LM

C65 FORUM

● *Well, we asked for your views on the C65 and we certainly got them. A veritable avalanche of letters have buried the Mill, with many of the letters specifically addressed to this one issue, but even letters about other subjects usually included a comment or two about the proposed new machine. Below is the first selection of C65 letters, but many more are still arriving and we'll print another selection next month. We'll try and forward every letter we receive on the subject to Commodore, but in the meantime we kick off with not a letter, but a brief excerpt from a conversation with Audiogenic boss, Peter Carver. While most companies remain rather tight-lipped about the C65, Peter has long been interested in developing the C64.*

'I said about three and a half years ago the best thing Commodore could do for the C64 would be to have a built-in 3.5" disk drive. That would have the advantage of consoles in the speed of loading, and the advantages of computers in versatility and the low cost of the medium.

'Commodore were promoting the C65 quite some time ago, even planning to launch it last August, although in the end the GS console was launched instead. Of course it would depend on the quality of the spec how well the C65 would sell. I've heard talk of Amiga quality graphics, but I don't know about that. If they could offer similar quality to the Amstrad Plus range that should do the job. 320x200 resolution with four colours and 160x200 with 16 colours, basically doubling the screen memory, could really move the C64 on. But the best thing they could do would be a dual playfield like the Megadrive. That would be even better, even if you had the same old resolution because you have two different colour schemes on the playfields.'

● *Another excerpt, this time from a reader's letter, has a more wary perspective.*

Now onto the mythical C65, is this a good idea, do we really want it? Well yes and no. Yes it would be great, a machine capable of blowing the likes of the Sega Master System and NES for six and having the same capabilities as a standard ST (almost), internal 3.5" disk drive and 4,096 colours plus being able to run all C64 software. Sound familiar! It should, after all Miles Gordon tried it with the Sam Coupé and that was more bother than it was worth. All these statistics look impressive, and at 200 quid the C65 holds a lot of promise, and if it's well hyped unlike most Commodore stuff, it should hit off. Me? Well I'll give it time. I'm not saving yet but only time will tell as to the siliness of it. It all depends on Commodore and The Software Support.

Ewen Nicolson, Glasgow.

● *The SAM Coupé is indeed an impressive bit of kit, with some similarities to the C65, however there's also quite a few differences as well, apart from 4096 colours rather than the SAM's 128.*

Firstly, the Coupé wasn't built by Amstrad/Sinclair and hence its compatibility with Spectrum was initially rather variable — the first ROM chip meant only about 10% of unmodified Speccy games worked with early Coupés. By comparison the C128's C64

WAZ RETURNS

Dear Lloyd

Thanks for publishing my letter. I would like to say a few more things — so here goes:

A) Your reply!

I agree with you that licences are okay as long as they're well implemented, but of course more licences mean less original games don't they! I personally haven't seen any game on cartridge that couldn't be done on tape/disk. And besides, I do hope carts stay, but availability of them is awful! By the way, *RoboCop* hasn't appeared on budget yet because it is full of bugs! (especially load 2).

B) Cartridges (again)

Most of the carts I have played are, in fact, very good, and applause to all involved. Many of you may remember that Commodore brought out lots of carts in '83/'84 including *Jack Attack*, *International Soccer* and even *Logo*! (And then they were £20 as well!) So contrary to what people think, 64 carts aren't new. And of course, carts offer more memory too (which helps) and hopefully software houses will take advantage of it. But of course not everyone can afford £20 a time for a cartridge so I should hope that software houses involved do a disk version (or a tape one if possible as well) so that you pay your money and take your choice.

C) Bugs/Playtesting

Most games on the C64 come out bug-free. However, it seems that quite a few games rereleased are slightly bugged, detracting from enjoyment of the game. Obviously these games aren't playtested thoroughly. I for one would be happy to wait a few weeks for a game in the knowledge of it being playtested properly. Bugs I've found recently include one in *Spike In Transylvania*, where once you've freed a certain number of prisoners the next time it frees two prisoners instead of one, which means you can finish the game without solving the puzzles. Another is on Level 4 of *Last Ninja 3*, on the screen where you have to jump the lava by the stones. If you jump from a certain place, you can walk in and out around the whole screen (whoops!) These annoy me because it makes the whole program look unfinished. (Or, as in the case of *RoboCop*, rushed to meet the Christmas market!)

D) GS vs Other Consoles

The main reason other consoles sell well is that they are marketed properly, and are hyped up no end. Most consoles have really fiddly joypads which are a nightmare to control and the games are dressed up in fancy graphics and sound. On the Sega Megadrive, the games are a little easy (a friend and I have finished *Sonic The Hedgehog* and *Golden Axe*!) and some are most unplayable to say the least. At least on the GS the games are cheap (well they are compared to others — would you pay £170 for a Neo-Geo game?) and the sticks are good too, plus because it's based on our beloved 64, the games are (mostly) playable too — but of course no hype! Shame, with the right marketing I'm sure it would have done a lot better than it did.

E) Disks/related

Q: Why do people not buy disk drives?

A: Plenty of disk games in software shops (tongue in cheek remark there! — ie there aren't any!)

Yes, it's true. I've waited two years before getting a disk drive for my 64 because of it. In fact on a recent visit into Manchester, only one of seven retailers stocked C64 disk, and even then there isn't many! And if no-one sees any disk games, no-one buys a drive (apart from pirates who don't care — see below!). C'est la vie, I'm afraid. So listen up software shops — WE WANT C64 DISKS NOW!

F) Software Shops (part II)

Why is it that no-one in a software shop gives the C64 the space it deserves? In a recent Gallup poll, the 64 is only behind the Amiga in terms of sales. So this means of course that more space is given to the Nintendo! And in a software shop, disk availability is hard (see above) and no-one likes cartridges either! This means that disk-based games like *Bard's Tale 3* don't sell well. Shame that. So listen up again software shops — the 64 is the bestselling home computer ever, so why give it minimal coverage in your shop? This means no sales (and profit!). So, as PWEI would say, 'WISE UP SUCKERS!'

G) Piracy

Dear Stormlord of WOW, what fun do you get by 'cracking'

compatibility is virtually perfect.

Secondly, MGT was a small company by comparison with Commodore and indeed the experience bankrupted it. Commodore currently dominates 8 and 16-bit computing in the UK with masses of software support. Whereas the Coupé was launched with only about four SAM games, all from Enigma Variations, any C65 would inevitably be accompanied with plenty of software support from Ocean, US Gold etc.

Thirdly, advertising — Commodore has the resources to push the C65 in newspapers, on TV and so on. Fourthly, Commodore's impressive track record would almost ensure the C65 would be carried by high street multiples such as Dixons — the Coupé never was. Most people agree the SAM is technically rather smart, and C65 could be even better which, with Commodore muscle, could succeed where MGT's lack of resources proved fatal.

Dear Lloyd

Thanks for printing my letter in Issue 76 (even if it was slagging you off). The quality of the cover games is looking up now, with *Lords Of Midnight* and *Doomdark's Revenge* to come. Anyway, as the owner of an Amiga and a C64 (not to mention an Atari 65XE) I thought I would add my voice to the C65 debate.

Firstly, the memory size. Although your article suggests a minimum of 128K I think that 256K would be more realistic. 128K is the memory level of a past 8-bit generation like the Spectrum +2 and +3, the Atari 130XE, the Amstrad 6128 and (of course) the Commodore 128. One low-res screen in Amiga HAM mode takes up 48000 bytes (61440 bytes with a full 256 line screen) leaving not much change from a 128K system when other demands on RAM are considered.

Commodore should not attempt to design an Amiga-style Workbench system for the new machine as this would eat memory. The system has been tried on 8-bit before (remember the Power Cartridge) but does not fit everyday use of a 6502 based system. The strength of the earlier machine is that hobbyists can operate it from switch-on without having to load an operating system or language. For all its exciting hardware the Amiga is still a lazy memory-guzzler, needing at least 2Mb to function well. C64 to Amiga is like Mini Metro to Rolls Royce, less impressive on paper but much more efficient for cost and maintenance.

Other than price, the main problem with the Commodore 128 is all the extra purchases required to exploit its best features. The new graphics need a monitor, CPM mode needs a disk drive, faster disk loading needs a more expensive disk drive. On top of this, the Z80 processor is awkward to access. Things should be different this time, as the C65 will have its 3.5" drive built-in and Amiga-style graphics can be displayed on a television.

As well as supporting C64 hardware, Commodore might gain from adding a Centronics/parallel port. Anyone with an Amiga and a C64 (probably quite a few people by now) could connect their Amiga printer to the C65 without buying an extra lead. An old-style Commodore serial port, for hooking up older drives and printers, would also be welcome. Better still, how about a port for external Amiga drives?

On the firmware side, a speeded up version of C128 Basic would be ideal. New commands could be provided to support the extra hardware (unlike recent Amstrad efforts) and an assembler or monitor built into ROM. Useful free software would include a Dos-to-Dos type program for swapping files to and from the Amiga, plus games and utilities designed to show off the new features.

At £200 I would certainly buy this machine after first selling my C64 to raise some cash. The problem here is that thousands will have the same idea and the second-hand market will be swamped. Also, most people will want to keep their old disk drives until it is possible to copy protected files

games? Is it that you want to have the attitude of 'hey look at me, I've got a bid d***' (which is what you are!) or is it just that you are too tight-fisted to buy games (£2.99 for a rerelease like *Wizball* is worth it!) and that you'd rather damage the 64 industry by pirating a game (meaning less profit for software houses — meaning they go under — especially in this recession)?

And if you are good at C64 programming, why not write a demo and send it to the software houses, and they'll get you to do something constructive and write a good game, making cash for yourself as well? Pirates have creative talent, don't waste it on piracy!

H) Quickies

1. I was going to ask about an arcades feature, but you've got one. Well done Mark Caswell!
2. Kashif Shuya (Rrap ish 76) — shut up! Why do ZZAP! have two or more people giving opinions on games — so you can get a fair opinion. All down to personal taste, you know.
3. Hello to Peter De Bie (the *Turrican 2* music listing is great, keep up the hard work).
4. Any chance of putting the classic *Zolyx* on a tape soon. (I know you like it lots!)

I Finally

If any 64er would like a particular hack/listing etc for a game, then feel free to write to me (SAE obviously) and say if you have disk drive, tape, cart version etc, and I'll do all I can.

Why not have a tips helpline where readers send enquiries in, and then the queries are passed onto us to answer? I'd do it myself!

Well that's it. Sorry it's a little long, but I had a lot to say!

Warren 'Waz' Pilkington, 62 Old Hall Lane, Longsight, Manchester, M13 OUD

● *Thanks Waz, for yet another interesting letter.*
A & B) No-one has yet used the cart to its full potential by pulling graphics and animation sequences straight off the cart when they're needed. However some carts out now would be awkward, indeed probably unplayable on tape – ie Shadow Of The Beast.
C) As you say, bugs are often left in games that are rush-released. However, even with the most stringent playtesting it's amazing how many times little bugs still manage to get through.
D) It wasn't just bad marketing that sunk the GS. Compared to rival consoles it was too expensive and had poor software support. As Sega and Nintendo demonstrate, promoting a console is a lot different from a computer.
E & F) If the demand for disk software was there, I'm sure the shops would stock it. The main problem is that for most of its UK lifespan the C64 has been dogged by high prices, the rrp even in 1985 was £230 (forcing some multiples such as Boots to discount it by £80 to compete with the Speccy, at almost 50% less). It's no wonder the C64 sold more last Xmas than ever before — only now has its price dropped low enough for it to sell in the numbers its capabilities deserve. As for disk drives, who could afford £230 for a computer plus another £200 on top for a disk drive?

Of late the disk drive has dropped in price to £99, but it's rather late in the day now, with no UK tradition of disk sales — UK software houses rarely write games to make full use of it, and of course retailers rarely bother to stock the games, a chicken-and-egg situation possibly, but it's unlikely to change unless C64 disk drives either get cheaper yet or improve dramatically in capability, ie change format to 3.5".

In other, more affluent countries such as America, Scandinavia and Germany, C64 disk was the dominant format from the start; so in short blame high prices and UK economic mismanagement. I think a letter on the post-war economic weakness of the UK might make a nice change, anyone want to send one in? Special mention of the current recession which has reduced software sales (and new releases) to their worst in years would also be welcome, together with some sarcy comments on Norman 'Badger' Lamont's chronic hairstyle!
H) 4. If we can get hold of it we probably will.
I) A very generous offer, Waz. I've printed your full address if anyone wants any tips. Alternatively they can send queries to Corky who is doing a 'help' section in his tips section. Corky, in turn, will no doubt be asking for your help as well!
LM

from one format to the other. What price a used cassette-only C64 if the all-new model sells for only £200?

If the C65 takes off then the C64 could soon be relegated to Vic 20 levels of support. Cassette is obsolete, 5.25" disk will be soon, cartridges should run as standard on the new machines. If old games can be converted to the new format then this will not matter. Otherwise, users will need two compatible 8-bit machines: a C65 for new stuff and a C64 for cassette-based golden oldies.

This letter is a bit long so you probably won't publish it. I would be grateful, however, if you pass my thoughts on to Commodore.

Graham Auty, Leeds

● ***Whew! Thanks for that exhaustive rundown on C65 possibilities. I agree with most of your points. However, the C65 should certainly be able to C64 games without modification. What's the point in calling it a C65 otherwise?***

Is this a late April fool or what?

No, seriously, I'm a bit sceptical here. I mean, why should the average 64 owner pay £200 for a new machine that's just an 'Amiga Clone?' Anyway, if it did come out, Commodore will botch up the machine. Early versions of the 64 had a lock up on screen editing, and an INPUT bug, while some newer ones had a faulty SID chip which meant games like *Skate or Die* had a quiet soundtrack. The C16 on launch had a faulty memory allocation in hi-resolution mode, and early Plus/4's printed the TT character hundreds of times and crashed it. And of course we all know the Amiga's DOS is a little bugged! Besides, any machine with an in-built disk drive is more likely to be faulty. I mean if the disk drive goes, then you either pay a costly repair or buy another drive. So a big 'NO!' to the internal disk idea. My words to Commodore are this:

1. Remember the 1581 disk drive? This was a 3.5" disk drive for the 64, and bad marketing meant no-one bought it. So 64 owners have had the chance of a 3.5" disk drive once before.
2. Your marketing is hopeless. Any person would sell the 64 on the fact that it's the best 8-bit computer (well I think so) and show off some great games like *Creatures*.
3. Why not drop the 1541 drive to £99 (or less?), as £130's steep for a disk drive (I got mine second hand), as people will be tempted to buy a drive (especially for games like *Ultima 6*!) if the price was lower. Or even better, package the 64 with a 1541, a game cartridge, games disks, etc for £200! People would buy it I'm sure.
4. Initially, I thought that in 1985 the Plus/4 (I had one!) was the replacement for the 64. Well it wasn't, so what's going to be the difference between the C65 and the Plus/4? (I know the 65 will be better but your marketing will botch that up!)
5. And finally, why make a 'Super 64' when the 64 sells so many anyway? Ask anyone in Manchester who owns a 64 that and they'll answer — 'typical Commodore, trying to kill us 64ers off cause it's a 10-year-old machine.' I know it's a bit hypocritical, but the fact remains that the 64 has lots of life in it, and anyway, Andrew Ball, tape users keep the 64 alive due to the inavailability of disks and cartridges. Plus tape games are cheaper, meaning more people can afford to buy them. So forget that 'datasettes are suitable only for home programming!' rubbish and get realistic. Please!

So, in short Lloyd, where's the need for a C65?

● ***Well, strong feelings Waz, but a bit over the top I think. Were the new SIDs really faulty, or was it more a case of programmers exploiting nonstandard features? Of course Commodore isn't perfect, but look at the all-but-defunct Speccy, Amstrad Plus series, Atari STE, PC soundchips/joystick cards etc.***

1. Yes, but it was hardly hyped was it? And software support was minimal with none of the improved C65 graphics/sonics on offer.

2. Well they must be doing something right with the C64 the bestselling 8-bit machine now.

3. Maybe, but that's getting close to ST prices without enhanced graphics. Wouldn't people prefer a C65 for their £200?

4. Wasn't the Plus Four simply a cut-down C64?

5. Kill the C64 off? That's precisely why Commodore are developing the C65, and also why they're so wary of releasing it. No-one wants to destroy the C64 market, rather they want to ensure it keeps going. In my opinion there is room for an ultra-cheap computer with reasonable memory and a good, fast disk drive which would be perfect for absolute beginners to do word processing, music and all the other varied computer tasks. The C64 fills this role well now, but higher resolution and faster memory access would make it competitive for a lot longer. A computer's versatility should make the C65 (and maybe still the C64) attractive even in the days of 64-bit consoles (ie Atari Jaguar) and CD-I. After all you can't do ultra-slick word processed homework on a Super Famicom, can you?

Dear Lloyd

I have been reading ZZAP! since Issue 27 and have owned my C64 since 1985, so naturally I was excited to read about the C65 last issue.

After checking my calendar and discovering that it actually wasn't April 1st, I was even more thrilled to think I could soon own a turbo-charged 64. Here are a few points I'd like to make:

1. Presently, most C64 owners have C2Ns so if they were to upgrade to a C65 they would be unable to use their tape software unless a tape port was incorporated into the C65's design. Personally I'd hate to see tape software for the new machine as it could halt progress (imagine tape games for the Amiga!). It should make full use of its built-in 3.5" drive.
2. Would 3.5" disk games mean an increase in price? Would we have to splash out 25 quid for each game like Amiga owners?
3. The C64 has unsophisticated serial ports making 5.25" disk drives slow and Centronics printers virtually incompatible. If standard ST/Amiga serial ports were used on the new machine they would leave old C64 disk drives and printers incompatible. Perhaps both types of ports could be implemented into the machine. Also, how would we use 5.25" disk software with the machine which has an integral 3.5" drive?
4. The C64 suffers from awful colour restrictions in Hi-res mode. This leaves most Hi-res games looking as if they are running on a Spectrum! If the C65 could solve these problems, we could have more colours adjacent to each other in Hi-res and blocky graphics in multi-colour mode would be a thing of the past.
5. Not only would present C64 owners have to splash out £200 for a C65 but we'd really need to spend a further £200 for a monitor to make full use of graphics and stereo-sound. It'd still be cheaper than a Amiga plus monitor (about £600) but would it be worth it?

TS Atwal, Leamington Spa, Warks

● ***1 & 3. Providing both standard and nonstandard ports would be too expensive, rather it's likely the C65 would have standard ports rather than the oddball C64 variety, this means incompatibility with existing C64 equipment such as printers, but interfaces could be made to get around this. Also a C2N port would probably be designed for transferring data onto the 3.5" disk to ensure software compatibility, rather than being used as a standard input device.***

2. 3.5" disks are certainly more expensive than tapes, but they certainly don't justify £25 for Amiga games — that high price also relates to added development costs.

5. I'd be very surprised if the C65 wouldn't work with TVs and C64 monitors, as for stereo sound maybe Commodore should include a stereo headphones socket like the Megadrive.

Dear Lloyd

I am writing to comment on Commodore's idea for a C65. I don't know what you think, but I reckon it's a rubbish idea. Just think about it, think about all those people (including me!) who have owned a C64 for years and have spent loadsa cash on games and love the C64, and all of a sudden, out comes a C65, with 4096 colours and built-in 3.5" floppy disk drive, sells in the thousands and out the window goes the C64!!

So why don't Commodore just put their heads together and think — the C64 has been one of the most successful 8-bit home computers, so how can we make it even better? Well, the answer is quite simple: Commodore have dropped the C2N allowing the price of a C64 to fall to £99 (Well, over here anyway). And in your article on the C65, Issue no 76, you said a 3.5" floppy disk drive is a lot faster than a 5.25", and of course, more reliable than a C2N, so why don't Commodore introduce a 3.5" disk drive into their new C64 packages, maybe increasing the price to £180-£190, and introduce a 3.5" drive onto the market so they can be bought separately. Then

slowly start to phase out the 5.25" drives.

And so not to to lose money with games on a 3.5" disk, firstly, only use the disk with games which are sure to be successful, ie *Creatures*, and start, at the same time, to phase out the 5.25" disk.

This method would save Commodore money if the C65 was a failure like the C64GS, and make C64 owners a lot happier, well I'm glad I got that off my chest!

Nicky Bubb, Clwyd, N Wales

● *The C65 a rubbish idea? Gasp! Well to take your last point first, Commodore are very unlikely to publish games such as* Creatures. *Unlike console manufacturers, computer companies such as Commodore tend to hold back from publishing software. The idea is that computers are very versatile and they're open to anyone to write anything they like for it. For Commodore to publish games would be to involve it in a market it has little experience of, hence the link-up with companies such as Ocean to bundle games with new C64s and Amigas.*

Console companies, by contrast, generally ensure only they and no-one else can make cartridges for their consoles. If Ocean wants to write a Nintendo game, they need Nintendo's permission and may well be restricted on the number of cartridges that can be made. This gives console companies the power to maintain quality and prevent a glut of software — in theory, at least.

On your other point, I think that's a good idea if they don't do a C65 but I still think a new computer is better. Firstly, bundling a disk drive with the C64 pushes the base price a lot closer to the ST; without some enhancements it might be able to fully compete at that level. It loses its ultra-low cost appeal without gaining anything other than a pricey, fast access device.

Secondly, the advantage of a 3.5" drive is largely nullified without software support. And for all Commodore's weight, software houses and retailers are exceptionally cautious people. The new C64 cartridges work with both GS and C64, but neither retailers nor software houses have been that enthusiastic. Most waited to see if the GS would succeed — if it had that market exclusively for cartridges might have supported a lot of cartridges. As it is, although carts work with C64s no-one knows how many C64 owners will support them, so software houses aren't bothering to develop games which, in any case, few retailers will stock.

Thirdly, Commodore has already offered a 3.5" C64 disk drive and no-one took much notice. People are generally reluctant to switch formats in large numbers unless there's a massive advantage.

On reading about the C65 in your last issue, I was totally stunned. What a prospect — Amiga-type graphics, instant loading on its 3.5" drive, increased memory and able to run cartridges as well!

I know that it's very much in the planning process but if such a machine did become available then a new era could begin for Commodore. The old C64 could be under threat but I think people will see the two as complementary rather than in direct competition.

Also not only will a new genre of games appear but it will also be compatible with printers and word processors, which will widen its appeal to both students and businessmen, rather than just as a games machine. With such a wide range of software available, who wouldn't want to buy it? For around $200, I can say that I would have no hesitation in rushing out and buying such a beauty.

The success of the Amiga and the C64 have given Commodore a first-class reputation, which will definitely be continued with the introduction of the C65. By the way, if it became popular would your magazine be renamed ZZAP! 65?

James Chan, Worksop, Notts

● *ZZAP! 65? Erh, we'll have to see!*

Dear Lloyd
I was very interested in the short article on the proposed C65 in the Issue 76 and am writing in response to your request for comments.

In 1978 I purchased a PET. There was no recreational software so I had to become a 'serious' user. In 1983 the C64 appeared and I went for it. Since then it has been a very good workhorse providing for most of my office needs. This letter has been produced by the original C64, please comment on its quality for the benefit of readers. The same C64 has provided, over the years, mental stimulation when — self taught — I have wrestled with programming problems. All in all it has been very useful, but that is not all. I am ashamed to admit that I thoroughly enjoy games software.

Over the years I have accumulated several thousand pounds worth of hardware and software. Many will gasp at this comment but over an eight year period it is easy to do. The majority of the software consists of games but I also have vast amount of business and utility software.

In the last few years the Amiga has come on the scene and all of a sudden the C64 has become something that one should be ashamed of owning. We are told that the Amiga is a must for word processing. Well I am writing this with a 1983 copy of *Vizawrite* and an Epson LQ-1050 printer and there is no way the Amiga can beat the quality. We are told that the Amiga is the bee's knees as far as DTP is concerned because it has the large amount of memory required to handle the large files. Well, I run geoPUBLISH quite well. I have a 512K memory expansion unit which I could expand to 2Mb if I needed it. I rarely need to use the full 512K so I don't think I'll ever bother.

What does the Amiga have that the C64 needs? The answer to that is a high resolution mode and a better colour system, otherwise the answer is; 'Not a lot'.

What have I got that the Amiga could not handle? The answer is; a vast outlay in expensive and still very useful software which can not be used on the Amiga.

I often look at the nice clean, crisp graphics on the Amiga and I do get twinges of temptation but I know that it would only be a plaything since I could not afford to start building up a software collection again from scratch.

Now you come along and tell me that there is the possibility of an update of the C64 that will use all the old software and provide better graphics and be an affordable price. My answer to you is 'YES PLEASE!'

I realise that progress will march forward and the future lies with 16-bit. But why destroy the old to make way for the new? My ideal would be a 16-bit unit with a switchable 8-bit option. Commodore tried something similar in the C128 with the Z80 chip. The only problem was they never told anyone how to use it so it was a flop. With the 'C-Am64+' there would not be that problem. C64 users know how to use the C64. They would learn how to use the Amiga. C64 software producers would continue to produce their software with the option of gradually transferring to 16-bit and the 16-bit producers would have an expanding market. There would still be plenty of nice cheap C64s around so people could see if they were 'into' computers without horrendous 'up-front' expense.

That is the ideal but it is unlikely to materialise. If the C65 is produced it is quite certain I will update but I will never be the owner of an Amiga, unless I win one or Father Christmas shoves one down the chimney. Progress has to continue so I think I'll just wait for the 32-bit to come out in five or six years.

JJ Malinowski, Market Rasen, Lincolnshire.

● *Thank you JJ, a nicely thought out and well presented letter. Which is where we leave it for this month, but please keep sending in your opinions for next month's C65 forum.*

Lots of people have been asking why my picture never appears in the mag. Well in a magazine as hip and trendy as ZZAP! you don't want pictures of doddering old fogies do you, apart from Corky, that is. And besides, who knows what our Markie would do me to my fine features on his Mac?! No, the anonymous life of a recluse for me. I can do without world fame, although I wouldn't mind the money!
In the meantime I'll settle for some more letters as interesting as this month's. Keeping sending them to *Newsfield, Lloyd Mangram, ZZAP! Rrap, Ludlow, Shropshire SY8 1JW.* See you next month.

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● Level Three and Robo gets his jetpack out for some toy company-friendly merchandising promotion.



● Level 5 with robotic ninjas and superb ED209s. In *III* the ED209s' animation rivals the original coin-op.

CARTRIDGE

Although the GS is officially dead, and few other software houses are bothering with carts, Ocean are pressing ahead with some stunning new cartridge projects. *Battle Command* is undoubtedly the most ambitious cartridge game yet, but *RoboCop III* will be no less eagerly awaited. STUART WYNNE visited the Mancunian software giants to glimpse two of the year's most eagerly awaited games.

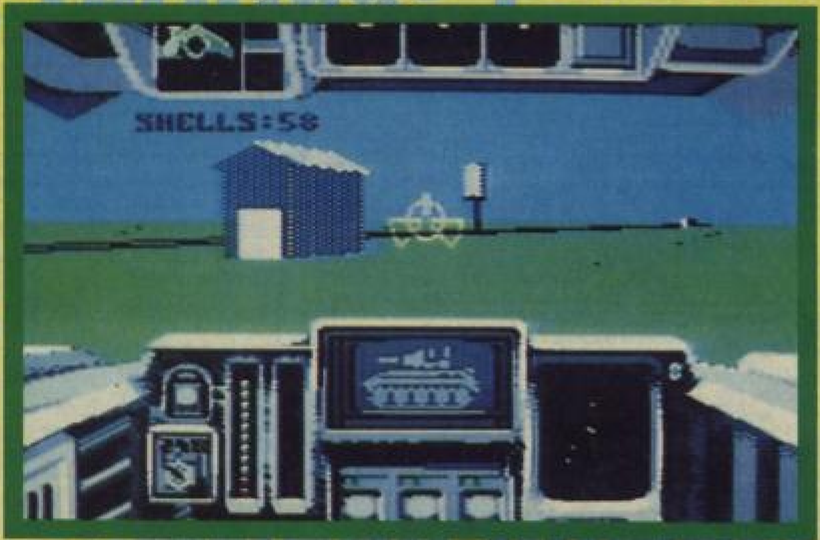
Despite the appalling *RoboCop II* movie, Orion pictures have pressed ahead with a third film, this time squarely aimed at the mass-market with lots of gizmos for toys and other money-spinning merchandising. After *II*'s 'RoboCop looking very silly on a bike' scene, we now have a somewhat more realistic RoboCop-with-jetpack action figure accessory. The script is once again by comics genius Frank Miller (of *Dark Knight Returns* fame), whose *II* script was apparently mutilated in the finished film. His new storyline features OCP suffering severe financial problems, with a mad plan to eliminate the poor, called rehabs, with mercenaries. At the same time a Japanese company has launched a takeover bid for OCP and brought in its own mercenaries, mysterious black-garbed figures who turn out to be robotic ninjas! Meanwhile RoboCop has decided he likes neither side and takes to the streets to defend the people against the corporate giants and their murderous servants.

Whatever the merits of the film, the game is looking very impressive indeed. It's being handled by Probe who have brought in their brilliant *Out Run Europa* programmer — Neil Coxhead — and ex-Maniac, musician Jeroen Tel. Graphics are by Hugh Riley (of *Last Ninja* and *Hammerfist* fame) and look very smart indeed. Project Manager Neil 'Agent Orange' Young is a big fan of the movies and was determined to get back to the feel of the movies and original arcade game. In his opinion — and ours — C64 *RoboCop I* was 'awful' and *II* was 'sliding and bouncy', *III* will be the best. The project is being developed in conjunction with a Nintendo game, but the C64 game will have less jumping action.

The game is being developed from a copy of the script and various slides. Unlike other C64 Ocean carts, *III* was always going to be cart-only and the ROM chips are constantly being accessed to pull data in, such as the stunning ED-209 graphic. ED is made up of nine sprites going through eight frames of animation overall. Considering some of the sprites remain static, there are about 50 frames of animation in all. Cartridge power is also being used to develop a brilliantly cinematic opening sequence which could well beat *T2*.

The finished game will have five levels, beginning with a sideways scrolling *Op Wolf*-type section. As villains come looming out of the dark alleys in the moonlit city, you must blow them away with a red targeting cursor. This 'splatterpunk' level leads onto a factory level — we haven't seen the graphics for this yet, but it's a walkin'-'n'-shootin' level in the classic RoboCop style. To gain inspiration Neil went down to the arcades to play the old game, watching how the various villains are triggered into action. The next two levels take place in Cadillac Heights, the first time around RoboCop is jetpack-propelled, then it's back on foot — watch out for an attack helicopter, and ED-209 at the end of the level. The final level is a confrontation in OCP tower: as you complete a floor of the tower you enter a

● The landscape is fairly sparse in *Battle Command*, as in the Amiga version, but there's still some nice places to visit for the tourist-minded gamesplayer.





● An enemy chopper comes roaring in at the start of Level Four.



● *RoboCop III* is an original design by Probe which goes back to the style of the original coin-op.

POWER!

lift, and the screen scrolls up to the next level. Enemies include more ED-209s and robotic ninjas.

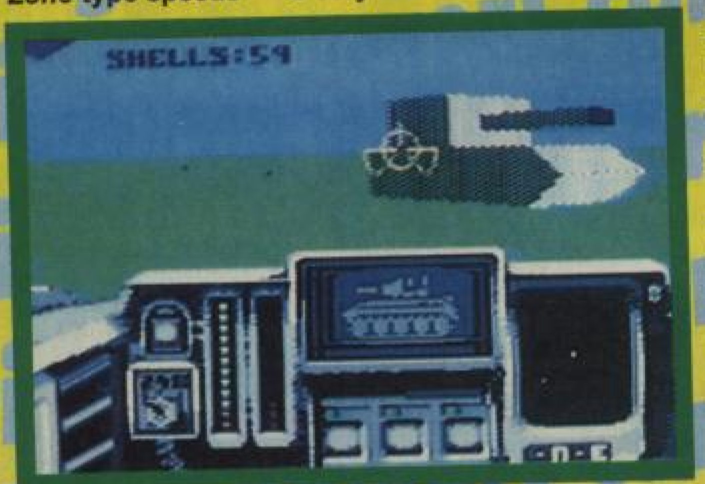
For once there are no puzzle subgames; this time around Robo's energy is restored by collecting powercells during the levels. Then at the end of the level you go into a repair screen where you can recharge Robo's batteries to 100% — hopefully — if you only recharge up to say 75%, then that is the maximum power rating you can recharge up to for the rest of the game!

After a bug-ridden *Robo I*, and amusing *Robo II*, *III* looks as if it will finally give C64 owners a superb game in the genuine RoboCop style. This £19.99 two-meg cart will be out winter time, and should extend Probe's C64 winning streak even further.

COMMANDING HEIGHTS

It's been over eight months since the Sizzling 16-bit original, but C64 *Battle Command* is finally nearing completion after over a year's development and only playtesting tweaks are needed now. On slamming the cart in you're greeted with a title pic just as good as the Amiga's, while the music seems even better, truly superb!

● A nicely shaped tank which moves at *Battle Zone*-type speeds — ie very fast!



Pressing fire takes you into similarly impressive briefing and arming-up screens. Each of the weapons you can choose from is shown in full 3-D, rotating before you, and there's lots and lots of them. A Pulveriser main gun, infra-red and radar-guided missiles, Time Bombs, decoys and lots more give you plenty to think about with just four weapons slots.

You must arm your tank for specific missions, which range from simplistic blast-'em-ups to rescuing hostages to destroying fuel depots. After achieving your objectives you have to reach a pick-up point. But what of combat itself? Well, it's certainly not *Driller* — programmer Steve Caslin has worked miracles and the speed is comparable to the Amiga. Tanks initially look disappointing, simple blocks with holes as they approach head-on. But then they turn and you see a proper tank silhouette in full 3-D whizzing past... it's stunning, even more impressive than *Space Rogue* in some ways. There's also some nice buildings in there, look-out posts and suchlike, but as with the 16-bit original a lot of the time you're under attack from vehicles hiding behind you or so far away they only appear as dots. This can be irritating, especially if you haven't got a SLAM defensive laser fitted, but you have to learn to adapt.

The game is designed for the GS joystick, the normal fire button fires the currently selected weapon while left/right change direction and forward/back accelerates/decelerates the tank — with reverse as an option. Pressing the second fire button (or spacebar) brings up an arrow which can then be whizzed about the high-quality control panel to select a monochromatic night sight, change selected weapon and increase/decrease mainscreen magnification! You can also call up menu screens to display tank damage, a mission map and so on — these are all mini-loads and would be impossible on tape, even the planned disk version could be tricky, but for cart it's great. As for save/loading, there's a special code system.

Inevitably some things from the 16-bit game are missing. There's no drop-off helicopter or attack aircraft, but from a brief playing session it appears the core of the game remains intact, while the 3-D system is as fast as you could want. *Battle Command* combines *Battle Zone* arcade action with complex missions and sophisticated weaponry. If Ocean get the playability right this could be the breakthrough game on cartridge.

● The weapons selection screen with lots and lots of techie wizardry to choose from. Here you see the gun turret which rotates in full 3-D.





● Ripe for picking! From the top, clockwise we have the Beeshu Hot Stuff, the Megaboard, Sting-Ray, Manta-Ray, the Feedom Connection and a lovely Advanced Gravis. All juicy and tasty!

The Man With The Sticks!

He wouldn't let it lie! Phil King just had to put a paper bag over his head (what a relief) and play with that big stick... or rather several of the newest, weirdest joysticks from 'novelty island'.

THE TESTS OF THE PUDDING

1. ***Armalyte*** — a classic shoot-'em-up to really test out those fire buttons.
2. ***Boulderdash IV*** — requires good responsiveness for quick, accurate changes in direction.
3. ***Creatures*** — precise movement required plus diagonal directions for jumps.
4. ***Daley Thompson's Olympic Challenge*** — Daley snapped his pole in the Olympics and this all-out waggler could easily snap your joystick. The ultimate test of a stick's strength and durability.

BEESHU HOT STUFF

(Euromax, £9.95)

The Hot Stuff certainly lives up to its name visually. It's a nightmare for colour-coordinators, a vile mix of grey and 'radioactive' green — hardly a stick to blend in with the room (unless you have very strange taste in decor!). The sort of stick only snow-blind skiiers and the Apex Bros could love we suspect, with shocking pink, yukky yellow and slightly more tasteful blue all available.

This weird colour scheme disguises an otherwise standard flightgrip joystick, very similar to the old Quickshot II and its countless clones. There are a total of four fire buttons: two on the base, two on the grip (trigger and thumb buttons). In addition there's a small autofire switch at the front-left of the base — well out of the way for right-handed players but a bit awkward for left-handers, digging into your wrist. Fire buttons and directions use metal pressure switches rather than the more responsive, reliable microswitches and thus don't give a reassuring click.

1. The bottom fire buttons are a bit stiff but are preferable to the trigger button which has a tendency to activate the megaweapon accidentally. I find thumb buttons a bit awkward to use and this one is no exception, soon giving me hand cramp.
2. Flightgrip sticks aren't ideal for fiddly games, but the Hot Stuff performs okay. The stick feels a bit loose with its medium-length travel, but only small movements are actually necessary for fairly quick changes in direction.
3. The loose feel of the grip means control isn't as precise as I'd like but diagonals are fairly easy to obtain.
4. The stick was on the loose side to begin with, and after some energetic waggling it's feeling even wobblier. The nylon shaft is a bit suspect – very similar in design to the original Quickshot's which had a tendency to crack and snap at its thin switch-actuator ring.

Quite why this mediocre stick is endorsed by the US national videogame team is a mystery, but it's not too bad for the price.

ZZAP! VERDICT 2

STING-RAY

(Spectravideo, £13.99)

Appropriately enough, this looks just like one of those ray guns on Gerry Anderson's 'Stingray' puppet show. Apart from the short microswitched controller on top of it, that is. You use your other hand to hold the 'gun' handle and press the microswitched trigger fire button. A rapid-fire switch is located well out of the way, in front of the grip.

On the back of the blue-moulded body are also two tiny red fire buttons which we thought were just for visual effect. We were amazed to discover that they actually do work, but they're impossibly awkward to reach with either hand!

1. Rapid firing with the small trigger button soon gives me cramp, so the rapid-fire switch comes in handy. I'm not brave (or stupid) enough to try using the twin red fire buttons!
2. The stumpy grip means only small movements were needed, making rapid direction changes possible. I also find the Sting-ray comfortable and stable to hold in the hand.
3. Anything can happen in the next half hour — except an easy diagonal! Obtaining diagonals is a nightmare: I have to push the stick really hard. I have a hell of a job trying to get Clyde to make precise platform jumps and am stuck in one place for ages. CRASH's Nick Roberts reckons this problem is caused by the microswitches being too far apart.
4. Rapid waggling is possible with the short grip and there's no chance of snapping its steel shaft. The whole stick seems solidly built and able to withstand rough treatment.

A nice handheld stick, with a similar style and feel to the Konix Navigator. The only problem, and a serious one, is the difficulty in obtaining

ZZAP! VERDICT 2

MEGABOARD

(Spectravideo, £29.99)
The size of a small tombstone, this stick is the latest in the bigger-is-best trend but needless to say there's the usual silly extras; not one useless timer, but two — insert an AA battery for a countdown timer and a countup timer. Erh, couldn't they just have a switch to change between the two different modes? And why stop at a timer, how about a portable TV to watch the adverts while your C2N multiloads in the next section of *Europa*? For businessmen there could be a fax machine, and everyone could do with a phone for those awkward games with unreliable pauses!

I suppose someone, somewhere, has some use for a timer — practising for ZZAP! challenges maybe — but the prize for the most useless feature goes to the switch for Amstrad CPC compatibility. Slow Motion gives it a good run for the money though, even if this stick's effort is at least accurately described on the box — 'Players slow motion to increase challenge'. Since on *Creatures* it reduced poor Clyde to a flickery blur moving about quarter speed, while all the baddies whizzed about at their normal rate of knots, the description is quite accurate. But this much challenge I think I can do without.

More help is the autofire, which can be switched between Off, Slow and Fast. And for games which defeat the autofire logic, there's massive grey fire-pads which supposedly have an anti-tilt mechanism (what? there's a pinball machine inside, I knew I missed something!).

But what about the most important part of the stick? Durh... what's that, oh yes, the stick — almost forgot about that. It's a stylish 'swan's neck' shape with microswitched thumb and trigger fire buttons.

1. All the fire buttons are microswitched, giving a reassuring click with each depression. The moulded grip is comfortable to hold with the thumb and trigger buttons well positioned. Hammering away on the huge grey fire 'pads' is especially satisfying, making it easy to build up a high rate of fire. Their size means you have to be careful not to accidentally hit them with your arm, but once you get used to them, they're fine.
2. Normally these sticks with big grips end up being loose and indistinct, requiring too much movement to get any kind of response. The Megaboard is different though: the unusual shape and firmness of the microswitches mean you only need small movements, allowing a responsiveness and accuracy unusual in a pistol-grip stick.
3. Again, the Megaboard performs well with ultra-precise control and diagonals a cinch to obtain.
4. The whole stick has an aura of quality about its construction, with the grip still feeling solid and tight after frenetic waggling.

Whether anyone is going to splash out £30 quid on a nicish stick, which nevertheless still doesn't beat say a Competition Pro for performance is questionable. Nevertheless this is a good stick, more of a way of life than simply a piece of machinery, which, if you ever need to leave home, should provide a comfortable abode for you and your favourite

ZZAP! VERDICT 3½

FREEDOM CONNECTION

Acemore/Spectravideo, £19.95
For too long joysticks have been 'imprisoned by yards and yards of wire', people 'cannot walk around the room, or jump up and down'. Now Freedom Connection TM has arrived to liberate you — for a mere £20!

We've had a fair number of remote control sticks in over the years but for one reason or another none of them have really succeeded. This new accessory is initially rather unpromising, consisting of a blocky receiver (which plugs into both joystick ports) and the somewhat more imaginatively styled transmitter (into which you plug your joystick).

Both receiver and transmitter are light enough to make their various cables twist them around so positioning them can be a tiny bit difficult. However, once it's all set up the FC works surprisingly well. Forget about carefully placing the transmitter on a table, just hang it off your belt or use the supplied cord to put it around your neck. The thing works so well you soon forget about it, there really doesn't seem to be any delay at all. Moreover the transmission system is so robust that even if you drop it on the floor, it still keeps working — so long as the transmitting lens is facing upwards.

The receiver automatically draws power from the C64, but the transmitter needs batteries — four AAAs, costing around £3 per pack. This isn't that bad but it's all too easy to forget to turn the thing off. On a more positive note you get an autofire on/off switch if your joystick is lacking in this regard, plus the option to switch between player one and player two. This is really good for tough games where you play in two-player mode, controlling each player in turn; the FC means you only need one stick. Also if you have two FCs then you can use them both with each switched to a different control signal.

In short the FC works as well as anyone could want. Whether anyone actually needs remote control is another matter. I suppose if you've got such a big TV that you don't need to be scrunched up close by with your C64 and joystick then the FC could be just what you've always wanted.

MANTA-RAY

Logic 3/Spectravideo, £13.99
This similar coloured cousin to the Sting-ray is a distinctly odd stick, on the box it looks quite stylish, very neat and compact. However that's a prototype, I presume, because the finished stick isn't half as nice, stretched out horizontally to look more like a misshapen potato or even cow dung.

It feels worse than it looks though. I've got quite big hands, but even for me the four broad finger grooves were uncomfortably spaced. It's too big to be a snug fit and the main two fire buttons — set in the first two finger grooves aren't terrifically comfortable either. The thumb is supposed to go along a large, raised lump on the left of the stick with another fire button, which is worse to use and is the only one not microswitched. At the rear of the stick a black switch activates autofire, which is then activated by holding down fire. The actual control stick is a raised black knob very similar to the the Sting-ray, the difference is that this microswitched stick is very slick and easy to use.

1. Control is quick and precise with this stick, good solid clicks reassure you each move has been noted and diagonals are easily accessed. Unfortunately the stick is uncomfortable to hold and the fire buttons a pain.
2. Loud clicks and a short travel distance make the stick perfect for this game, if only it wasn't so uncomfortable...
3. *Creatures* isn't so intense a game as *Armalyte*, but every move has to be quite precise and accurate. One or two missed diagonals get me worried, but after a while I get used to it and lack of tension (early on) means my grip isn't so tight and thus not as uncomfortable. Not bad.
4. A steel shaft, robust microswitches and short travel make for an impressive performance.

If you've got huge hands like Corky, this stick should prove ideal — although as with all dedicated handhelds it can be tiring with nowhere to rest them on during long games. For people with normal sized hands the stick is probably too uncomfortable, its grotesque exterior spoiling some excellent internals.
NOTE: The Manta-ray is moulded for right-handers and left-handers will find it even more comfortable than others!

ZZAP! VERDICT 2

ADVANCED GRAVIS

Advanced Gravis Computer Technology/Spectravideo, £39.99
This Canadian import carries a hefty price tag, but to be fair it exudes a quality feel, nicely built with many novel features. The pistol-grip handle is actually foam-padded, which is comfortable and looks good but is unfortunately a bit small, for me at least. Also the fire button on top requires you to hook your thumb over it, which can be tiring over the long run, and sadly there's no trigger fire button. The base fire buttons are excellent though, they have a great feel, give a nice click and can either be hammered, or gently tapped for a single shot. The stick's stability is also impressive, there are no tacky suction cups, but the rubber feet combined with the size and weight of the base, plus a responsive stick, make for comfortable one-handed play — if only there was a comfortable fire button on the stick!

But what about those special functions. Well at front and rear a big red disc protrudes, by rotating this you can adjust the tension and range of movement of the stick. This means you can turn a fairly tight stick into something so loose you only have to breathe on it for the thing to flop over. Gravis claim this allows 'smoother movements with programs such as flight simulators'. Yes, maybe, but what's the point? Atari-type sticks are digital and unlike analogue ones pushing left only makes a simple contact — the faster you

can do it, the better. Only analogue sticks allow a sophisticated graduation of movement to be registered by the computer and there's no Commodore software support for them. Personally I suspect this feature is a carry-over from an analogue stick.

The other novel feature is the way you can adjust the function of the three fire buttons. Three selectors set into the left of the stick can be turned between four different positions, each changing the function of that individual fire button. So by pressing a fire button you can get normal fire, autofire, forward movement or backward movement! It's up to you. Off-hand I can't think of much use for forward/backward fire button movement, maybe accelerate/decelerate in a race game — but left/right would obviously be more useful for joystick-waggling games. It's not completely useless though, you can select one button as autofire and the other as standard, giving a useful flexibility without fiddling with an on/off switch during combat.

The Gravis is available in both black and clear finishes, but by placing all the base fire buttons on the left is much more convenient for right-handers than left-handed people. Also the stick is held together with 'bastard' screws which mean you need a special tool to open it up, making home repairs rather difficult, and with a large price tag attached to it you don't really want to go around ripping the thing apart anyway in case it gets ruined!

1. Even on the tightest setting the Gravis still feels a tiny bit loose, and movement is silent — there's no reassuring clicks which can be disorientating. The fire buttons are good though and overall it's not bad.

2. Again the Gravis is reasonable, the silent looseness is a bit worrying, but it's not too bad.

3. *Creatures* is quite playable with diagonals easily accessible and good responsiveness.

4. The travel is too long for rapid waggling but there's no chance of snapping the steel shaft, however the direction controls don't give a microswitch-style click and with the bastard screws there's no way of telling exactly how it works or how durable it's likely to be.

The Gravis is a beautifully made stick burdened with some useless features and a too high a price tag to really make this a bargain stick, but if you're a rich kid with loadsacash then you could splash out just for the pose!

ZZAP! VERDICT 2½

The best of the rest!

CRUISER

(Powerplay, £9.99 Black, £12.99 Clear Autofire)

VERDICT-4 *and a half* — A superb all-round stick with two microswitched fire buttons inset into a comfortable rounded base. The microswitched ball-type grip has three 'stiffness' settings. Ultra-responsive and very durable, the Cruiser's sole flaw is that only the Clear version has autofire. This is activated by holding down the fire button and unfortunately can't be turned off, so isn't very useful for games such as *Creatures* where you need to hold down fire to get flame breath.





SUZO PROFESSIONAL 9000

(Euromax, £15.95 Standard, £34.95 Deluxe)

VERDICT-4 — Looks almost identical to the Competition Pro. The directions are microswitched but the fire buttons use leaf-switches.

The Deluxe version has a restyled grip with a top fire button, while one of the base buttons includes a rapid-fire which is varied by twisting the button about and also turned on/off.

SUZO ARCADE

(Euromax, £18.95 Standard, £24.95 Turbo)

VERDICT-4 *and a half* — Much like the Professional 9000 but this time the base is triangular and great for holding in the hand. Directions are microswitched, but the fire button is leaf-switch.

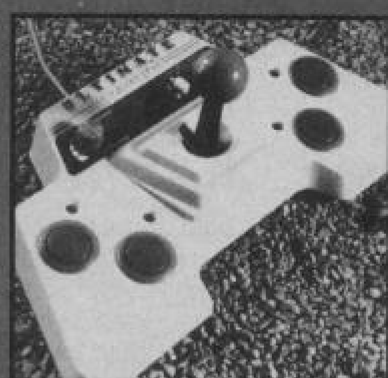
The Turbo version has autofire and a restyled grip with top fire button.



BEESHU ULTIMATE SUPERSTICK

(Euromax, £31.95)

VERDICT-4 — Possibly the best of the mega-sticks, this uses the familiar ball-type handle but the base is massive with four fire buttons and LEDs which light up when fire is pressed! More usefully the rapid-fire rate can be varied or just turned off. Directions and fire buttons use rubber contact switches which seem very responsive although they don't emit a click. Accidental pressing of the fire buttons with the arm is avoided by a left/right-hand switch turning off either left or right fire buttons.



SPEED KING

(Konix, £11.23 Standard, £12.26 Autofire)

VERDICT-4 — Probably the best handheld stick around, the fully microswitched Speed King fits comfortably into the palm of the hand. The fire button is positioned on the right-hand side of the rounded base and can cause wrist cramp with fast-firing shoot-'em-ups. Thankfully there's an autofire version to eliminate this painful problem.



ZIPSTICK SUPER PROFESSIONAL

(Sonmax, £13.95 Standard, £14.95 Autofire)

VERDICT-4 — This has two square fire buttons on the base and a ball-type grip. Fully microswitched and in stylish black and yellow this is highly recommended from us all Zzap!

● **All joysticks have a one-year guarantee. Groovy, eh?**



The Scorelord's HIGH-SCORING HEROES And Charts too!

C Cranston of Leicestershire reckons he deserves a mention for defeating all the opponents in *Supremacy*. Pah! I've conquered whole galaxies in my time and I've never even had a mention in Interstellar Dictator's Monthly!
As for the reader who supposedly scored several million points on *Creatures*, did you attend the same numeracy classes as John Major?

ATOMINO (Psygnosis)
(Mode A)
19,718 (Level 17) Matthew 'Mole' Allen, West Ewell, Surrey
18,754 (Level 18) James Tully, Brighton, Sussex
(Mode B)
93,726 Chris (WAK) Everett, Worcester

BLOOD MONEY (Psygnosis)
276,350 (Completed) Darren 'Jon' Sloper, Invergordon, Ross-shire
255,550 (Completed) Euan Walters, Whinmoor, W Yorks
242,750 (Completed) Martin Bastable, Stafford

BOMBUZAL (Imageworks/Megatape 16)
3,845,670 (Completed) Joy Cooper, Lisnagry, Co Limerick, Ireland
3,455,830 (Completed) Iain McLaren, Anonyville
1,268,130 (Level 57) Graham Keeling, Bournemouth, Dorset

CHASE HQ II: SPECIAL CRIMINAL INVESTIGATION (Ocean)
1,167,500 (Completed) Darren Freeland, Hamilton, Lanarkshire
881,600 (Completed) Steven King, Kendal, Cumbria
852,000 Rory (ror) McClinchey, Edmonton, London

CJ'S ELEPHANT ANTICS (CodeMasters)
119,432 (Completed) Graham Keeling, Bournemouth, Dorset
117,608 (Completed) Geraint Rees, Llanelli, Wales
104,171 (Completed) Scott 'Kwik Snax' Leach, Sutton Park, Hull

CREATURES (Thalamus)
14,894 Graham Keeling, Bournemouth, Dorset
13,084 Stephen Howe, Ballisodare, Co Sligo, Rep Ireland
11,375 (Completed) Mrs Rhona J Adams, Old Town, Swindon.

DRACONUS (Zeppelin/Megatape 15)
23,430 (Completed) Steve Arnott, Huntingdon, Cambs

FLIMBO'S QUEST (System 3)
239,040 (Completed) Steven King, Cumbria
230,475 (Completed) Adrian Nicklin, Rawmarsh, Rotherham
157,255 (Completed) Scott Leach, Suton Park, Hull

FOXX FIGHTS BACK (Imageworks/Megatape 10)
28,400 Peter Pimley, Ferndown, Dorset

INTERNATIONAL 3D TENNIS (Palace)
$3,031,534 David (Wavy) James, Smethwick, W Mids
$786,891 Mark McGarry, Larne, N Ireland
$478,501 Richard Bentley, Haworth, W Yorks

IVAN 'IRON MAN' STEWART'S SUPER OFF-ROAD RACER (Virgin)
$3,530,000 Shane McElroy, Newry, Co Down
$3,240,000 Darren Robertson, Torry, Aberdeen
$2,500,010 Damon Naile, Exmouth, Devon

KLAX (Tengen/Domark)
7,442,846 (Wave 87) Simon Sharp, Evesham, Worcs
6,431,721 (Wave 86) Mark McGarry, Larne, N Ireland
4,903,330 (Wave 73) Chris (WAK) Everett, Worcester

KWIK SNAX (CodeMasters)
4,325,100 (Completed) Punty, Norwich
4,234,300 (Completed) Alasdair Maciver, Knock Point, Isle Of Lewis
4,224,050 (Completed) Scott Leach, Sutton Park, Hull

MIDNIGHT RESISTANCE (Ocean)
1,000,845 (Completed) Matthew Dainty, Shrewsbury
800,028 Robert Swindells, Parkstowe, Dorset
184,965 (Completed) Colm, Clyde, Turrican McDermott

NARC (Ocean)
1,210,950 (Completed) CJ Berry, Woolton, Liverpool
584,600 (Completed) C Maddocks, Killamarsh, Sheffield
560,150 (Completed) Dominic Williams, Llannon, S Wales

NAVY S.E.A.L.S (Ocean)
199,340 (Completed) Ian Bridges, Hartlepool, Cleveland
184,695 (Completed) Michael Chambers, Kirkby, Liverpool
184,380 (Completed) Neil 'the Navy SEAL' Higgs,Coventry

NIGHT SHIFT (Lucasfilm/US Gold)
$81,300 David Humphreys, Murroe, Co Limerick, Eire
$80,000 Stephen Howe, Ballisodare, Co Sligo, Rep Ireland
$77,480 C Maddocks, Killamarsh, Sheffield

PREDATOR 2 (Imageworks)
1,758,375 (Completed) Bart (Slade) Hendrix, Horst, Netherlands

PUZZNIC (Ocean)
5,455,100 (Level 8-8) CC Barclay, Edinburgh
3,801,100 (Level 8-6) Iain McLaren, Anonyville
3,516,100 (Level 8-5) Stéphane Depauw, Bruxelles, Belgium

REVENGE OF THE MUTANT CAMELS (Llamasoft/Megatape 19)
131,035 Rory 'Revs' Stamp, Cartmel, Cumbria
118,654 Matt 'Mutant' Rhodes, Cartmel, Cumbria

ROBOCOP II (Ocean)
7,868,000 (Completed) Matthew Dainty, Shrewsbury
6,273,000 CJ Berry, Woolton, Liverpool
5,713,000 (Completed) Darren Freeland, Hamilton, Lanarkshire

RUBICON (21st Century Entertainment)
12,480 Rob H, ZZAP! Reactor

SLAYER (Megatape 17)
35,710 (4 times round) Scott 'Kwik Snax' Leach, Sutton Park, Hull

SPIKE IN TRANSYLVANIA (CodeMasters)
2,600 Graham Keeling, Bournemouth, Dorset

SUBTERRANEA (Hewson/Megatape 13)
38,270 (Completed) Steve Arnott, Huntingdon, Cambs

THRUSTABALL (Megatape 19)
26,650 Steve Arnott, Huntingdon, Cambs

VENDETTA (System 3)
(Time Left)
41:50 Punty, Norwich
41:21 John de Vugt, Roosendaal, Holland
39:26 Chris (WAK) Everett, Worcester

WELLTRIS (Infogrames)
6,142 (64 lines) Victor van Vlaardingen, Rotterdam, Holland
5,956 (61 lines) Daniel Johansson, Sjuntorp, Sweden
5,923 (67 lines) Parky, The Dark Room, ZZAP!

ZYBEX (Zeppelin/Megatape 15)
29,720 Steve Arnott, Huntingdon, Cambs

The October charts!

• THE READERS' CHART

1. (2)	Turrican II	(Rainbow Arts)
2. (1)	Creatures	(Thalamus)
3. (3)	Navy SEALs	(Ocean)
4. (-)	Shadow Dancer	(US Gold)
5. (-)	Golden Axe	(Virgin)
6. (-)	Supremacy	(Vigin)
7. (-)	Rainbow Islands	(Ocean)
8. (-)	RoboCop II	(Ocean)
9. (10)	North & South	(Infogrames)
10. (-)	MicroProse Soccer	(MicroProse)

• TOP FIVE FIZZIES!
1. Coca Cola
2. Irn Bru
3. Lilt
4. Pepsi Cola
5. Britvic 55

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2. ....
3. ....

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Emlyn makes a Comeback!

He may long have retired from professional football, but Emlyn Hughes is still a star player in the computer soccer arena. Phil King takes another look at the footy phenomenon of *Emlyn Hughes International Soccer*.

The shelf life of software is notoriously short with many titles being rereleased on budget after only a few months. So when a product is still in the Top Ten C64 software sales nearly three years after its debut, it must be something really special. Audiogenic's *Emlyn Hughes International Soccer* is the sort of consistent seller most software houses can only dream about. I asked Audiogenic's Peter Calver how important the 'Emlyn' name was to sales.'It was important to have a distinctive name. There are so many soccer games around that people could get confused and buy the wrong one by mistake. Of course, if the game had been called just *International Soccer* that would caused have been even more confusion with the Commodore game of the same name. We chose to licence Emlyn, firstly as a very famous footballing name, but in particular because he had retired. If we had licensed a current player, people who weren't fans of his club could have been put off buying the game.' How involved was Emlyn in the development of the game? 'He didn't do any serious playtesting, but he played the game a lot. In fact, his son became really addicted and kept ringing me up for tips on the game. Emlyn had already bought him a C64 before the game came about. He's obviously got good taste!' Finally, will there be any more 'Emlyn' games? 'We've still got the Emlyn licence so it's a possibility. Graham Blighe (programmer of *EHIS)* is currently working on another football game on the Amiga. This won't be an 'Emlyn' game, but there could be a C64 conversion, depending on how *Superleague Manager* does.'
The latter is a management game which links up with *EHIS*, but is currently only planned for 16-bit. However, Peter says there could possibly be a C64 conversion of this – in fact, some initial development has already been done. So it's good news all round!



HOW DOES IT SCORE?

Written by Southampton-based footy fanatic Graham Blighe, the game incorporates a host of options. Pull-down menus allow you to select from ten skill levels, edit teams and individual players' skills, and change strip and pitch colours. Up to four players can compete in cup, league, or full season competitions. Two players can even play together against a computer team. Match action is shown side-on, scrolling horizontally between the goal areas. You control the nearest player to the ball, and when in possession can dribble with the ball stuck to your foot. There's a huge variety of kicks available, though. With full five-direction kicks selected from the options menu, you can kick the ball forwards, 20° either side, or 70° either side, along the ground/medium height/full height. You can even do backheels, slide-tackle opponents or if the ball's in the air, head it–if it's at the right height you can even attempt an impressive diving header! This sophistication makes play very realistic with complex passing moves possible with a bit of practice. It certainly makes a welcome change from the plethora of footy games that seem to just involve dribbling or booting the ball miles upfield. In this respect it beats *MicroProse Soccer*, although that game's fast and furious action isn't matched. Out of the two, I think I prefer *Emlyn* for its sheer realism which keeps me coming back time and again.

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CORKY'S COIN-OPS 2

The Cork is back by popular demand to play to his heart's content on a gaggle of new coin-ops set to free-play! Wrestling with Hulk Hogan, rescuing real-life damsels, doing the Bart man, jumping from wing-tip to wing-tip – the Cork does it all!

THE SIMPSONS
(Konami)

No connection to the forthcoming Ocean game (based on a mega-selling Nintendo game), but rather a wholly separate coin-op takes on the *Simpsons* phenomena. It stars all the regular *Simpsons* characters — Homer, Marge, Lisa and, of course, the infamous Bart (man). But where is Maggie?, you might say (a bit louder at the back there please — thank you). Well the family were out for a stroll when they encountered a bunch of robbers. Homer bumped into one of the villains and a large jewel flew out of his hand and into Maggie's mouth,





TIME TRAVELER
(Sega)

After the comparative success of the laser disk games *Dragon's Lair*, *Fire Fox* and *Space Ace* in the mid 1980s, the laser system sank without a trace. This is mainly because they were notoriously delicate and very difficult to repair, but anyone who played them couldn't fail to be impressed by the cartoon quality graphics.

Now Sega are on the verge of releasing what they claim to be a 3-D holographic laser disk game, *'Dragon's Lair* with live actors' is how I'd describe it. The 'play screen' is a hidden 20-inch TV that projects the image onto a black spherical mirror. It looks like one of the holograms out of *Star Wars*, but as you move around the image you don't get a different view as you would with a real 3-D object or true hologram. Neverthless, since the `sprites' are genuine actors the flat images have a 3-D texture unique to arcade games. Such high quality images would cost a bomb to be stored on memory chips, so in comes a rugged 12-inch industrial laser disk player to store and access the action. As with other laser disk games the player can only control certain movements of the on-screen character. Helpfully there's a 'Learn' option which allows you to put your character through his paces, getting acquainted with the limited control you have. This is worthwhile, especially as it's free – returning you to the game proper without taking any credits.

The storyline is a fairly straightforward one: in the far future an evil scientist called Vulcor has tampered with the time lines and kidnapped the beautiful Princess Kyi-La in the process. Who is the brave soul who must risk all to save the universe, and the Princess of course? He is Marshal Gram, a rootin' tootin' Wild West lawman.

The action starts in 1873 with the good Marshal up against Indians and bands of Hillbillies (yee haa). You have a joystick to control movement and an attack button to make the Marshal punch, fire his six shooter etc. Also there is a green button that controls the 'Time Reversal Cubes' that one can purchase; if you possess at least one of these handy things the Marshal can escape fatal situations by reversing time.

Each time zone has several scenes that must be survived (if you don't have a cube you lose a life); when one is completed a map of the different locations pops up and the Marshal is off through time again.

There is no doubt that technically *Time Traveler* is one of the most stunning games I have ever seen, it's just like participating in a TV show. The Marshal is such a blatant John Wayne stereotype it's untrue, even down to the drawling voice. In fact the sonics throughout are as impressive as the 'graphics' with clear speech and hilarious sound effects. In short it's a game most people will definitely want to give a go, if only to ogle the princess, but after a while the repetition and lack of gameplay freedom proves irritating.

CONVERTABILITY
A computer version is possible with pixellized graphics, but that would defeat the whole point of having the live action.



TERMINATOR 2: JUDGMENT DAY
(Williams)

Judgment Day... On August 29th 1997, 3 billion people will die in a nuclear holocaust that will give Skynet, the computer-run defence system total mastery over our planet.

The blockbusting movie has made this probably the year's hottest licence and Williams have both *T2* coin-op and pinball machines lined up for a September release. Sadly the coin-op is still under wraps, but the pinball table is very impressive itself, especially the large grinning Terminator exoskeletal head. Of course the whole table oozes the sort of quality that we have come to expect from Williams. The steel ball is fired by squeezing the trigger on the pistol-grip handle, and if you manage to hit the specially designed cannon you can shoot down the nasty old Hunter Killer plane for a 3-ball game and a potential x3 jackpot.

Apart from attacking the Hunter Killers you must pass through all ten security levels of the Cyberdyne Defenses as well as infiltrating the Skynet Command Center to initiate 'Payback Time'. When this is activated all major features score five million points each, so this is potentially a very high-scoring game. I can remember a time when a score of one million points on a pinball table was high...

And Williams can't keep completely away from the pixellized graphics, because a 32 x 128 dot matrix set-up has been included for stunning graphic displays. There are even a few words from the big guy himself, so all in all this is one mean game that is certainly worth all the cash you will undoubtedly shove into it. Hasta La Vista... Baby.

CONVERTABILITY
The computer version of *Terminator 2: Judgment Day* is on the way from Ocean (see the review this very issue) so a pinball conversion is unlikely.



so with no time to take the jewel out of Maggie, the robbers kidnapped her!

Up to four players can participate in the race to rescue Maggie, each character with their own weapon to biff the bad guys. Marge has her vacuum cleaner, Homer uses his fists, Lisa has a skipping rope, whilst Bart puts his skateboard to good use.

The game starts in downtown Springfield with the Simpson clan being attacked on all sides, but fear not because they can take care of themselves. Especially when two family members join together. Homer can lift either Bart or Lisa onto his shoulders or Homer and Marge join together to form a human cartwheel. At the end of each level there's a huge guardian who has to be beaten in order to carry on, but be warned, they are all very tough so it's probably best to rope a few mates into playing.

I'm not overly fond of *The Simpsons* TV show, and as for the (so-called) song 'Do The Bart Man', pass the sick bag please Vicar. So I started playing *The Simpsons* with a feeling of dread, but happily needn't have worried 'cause it's brill. Graphically and sonically the Simpsons characters are great, the sprites are all big and colourful and even a non-Simpson fan like myself recognised them all. Worth a few plays even if you hate Bart and his annoying jargon.

CONVERTABILITY
Ocean's computer game version makes a conversion of the coin-op unlikely, but not entirely impossible if cut down to two players.

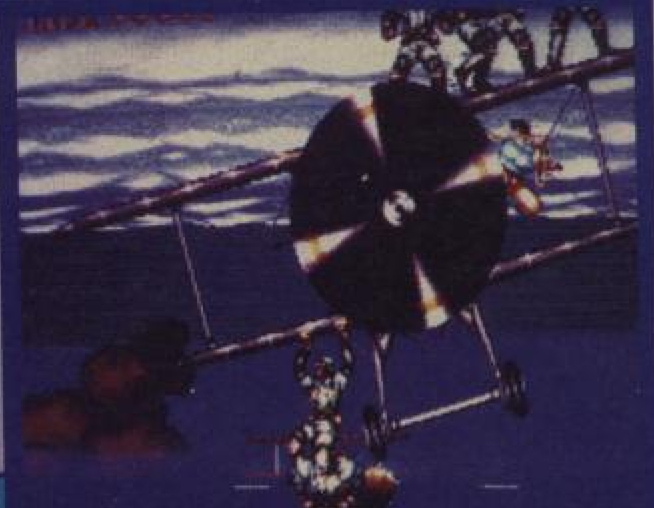


THE CLIFFHANGER EDWARD AND RANDY
(Data East)

My favourite game of the month comes up next. *The Cliffhanger Edward And Randy* stars two brothers (unsurprisingly) called Edward and Randy who, with bullwhips in hand, face many dangers. Of course this is a one- or two-player game, so choose a character and head off into the 1930s Indiana Jones-style action.

The game starts with our two heroes several thousand feet up in the air on the wing of a biplane. This is bad enough, but add to that the enemy troops who charge at you with machine guns blazing and you'll wish you hadn't staggered out of bed this morning. But as the enemy drop from hang-gliders, airships etc, you unhitch the bullwhip from your belt and get cracking. Apart from the ability to whip opponents you can also punch their lights out (you are a nasty violent man).

As well as being able to thwack attackers the bullwhip serves one other vital function; you will very often find that the plane you are standing on develops very serious engine problems. Luckily other planes come along that you can snag with the whips and swing onto, but beware because every bullet that hits your frail body knocks your energy level down. And you need plenty of energy to face the end-of-level guardians that appear. My favourite level takes you to the waterways of what looks like Venice for a speedboat chase that is straight out of *Indiana Jones And The Last Crusade*.



Both graphically and sonically *The Cliffhanger Edward And Randy* is superb, the sprites are large and wonderfully detailed. The spent cartridges that eject from the enemy machine guns, the look of surprise on our heroes' ugly mugs as they face a long plummet to the ground, and the ability to swing around on the whips are all good examples of the amazing attention to detail. Sound is almost as impressive with stirring heroic-style music and clear speech as Edward and Randy race to complete their mission. I have no idea of the plot to this game, but it certainly takes a back seat to the fast and frantic action.

CONVERTABILITY
This horizontally scrolling beat-'em-up style gameplay is very popular with software houses, and *The Cliffhanger* has already been snapped up by Elite for a Spring '92 release.



WWF WRESTLING II — WRESTLEFEST

(Tecmo)

Even though the Saturday lunchtime wrestling has disappeared from the TV, the more violent American version is now very popular in this country. Hulk Hogan is probably the best-known exponent of this not-so-gentle sport, and so he is here with a few like-minded friends to grab you in a headlock and make sure that you enjoy hospital treatment for the next few months (what a way to get off work!).

But fear not, brave (and very, very foolish) reader because you are standing safely outside the cabinet, you would be dead in ten seconds if inside the ring with this hard lot! If you thought that Hulk Hogan had a tough and strange name try some of his mates: Legion Of Doom Animal, Mr Perfect, Jake 'The Snake' Roberts and Legion Of Room Hawk (these people most are definitely hatstand, but tell them that, or you'll be micemeat!).

But on with the battle, this is a tag team contest that allows up to four people to participate (two on each team). Each player takes it in turn to smash the other guys face into the ground. To this purpose there are a wide number of moves available, most of which would bring the perpetrator up on an assault charge out of the ring. Each player is denoted by a numbered icon (so that you know exactly which of your friends you are persecuting), and the standard rules (if you can call them that) of wrestling apply. Pin an opponent to the canvas for a count of three to win, or failing that just kick as many heads in as you can without the referee noticing! Loadsacuts and bruises!

The last wrestling game I played was *The Main Event*, and whilst I'm not particularly fond of this game type, making the opponents eat canvas is quite fun. The sprites themselves are certainly big, some of the largest I've ever seen, in fact (whey-hey missus). Also, the static mugshots of the wrestlers are very good indeed. A real must for all tag team wrestling fans methinks.

CONVERTABILITY

The possibility of conversion is there. *Tag Team Wrestling*, *Championship Wrestling* and *Rock 'N' Wrestle* are the previous games that spring to mind. Pity most of them are so rubbish. In the meantime Ocean's own *WWF* licence is nearing completion and has some very impressive graphics indeed so look out for it soon.

● **My many thanks go to Keith Smith and all the guys down at Deith Leisure for allowing me to rampage around their warehouse and play the games to death.**

KARATE BLAZER

(Nihon Systems)

This is the brand-new kick ass game from Nihon Systems. It's a two-player oriental-style romp in which Mark, Glen, Akira and Gil must fight their way from one end of the level to the other (Japanese wasn't taught in my school so the plot goes straight out of the window).

Each player chooses one hero and enters Level One with a neat little dance step learned from John Travolta (play the game, you'll see what I mean). Attackers come in all shapes and sizes from guys who would disappear if they turned sideways to Arnie Schwarzawotsit lookalikes and a bunch of fatties that make Phil King look slim. But whatever their size their blows will knock your personal energy level down, so hit back with the awesome might at your disposal (in other words, deck them).

There are several moves at your disposal, kicks, punches and a neat little party piece of Ninja magic that comes in handy when a lot of unfriendly people decide to give you a Glasgow handshake. There are also crates, vending machines etc, that you can kick or punch to receive a surprise (not always a nice one). Food replenishes energy, but more often than not a villain will emerge. Needless to say that an end-of-level guardian is lurking somewhere, so again the more players the better your chances of survival.

Not that I think I'd particularly bother to play the game through to the end. It's graphically up to Nihon Systems usual standards, it's just that I'm really bored with this 'martial artist beats up the baddies' style of game. This genre really has been done to death, maybe I'm just being a jaded old hack but I could barely pull my interest together long enough to play *Karate Blazer*.

CONVERTABILITY

This game type has been converted to the C64 since its birth, I'm sure someone will pick up the licence to *Karate Blazer* before long.



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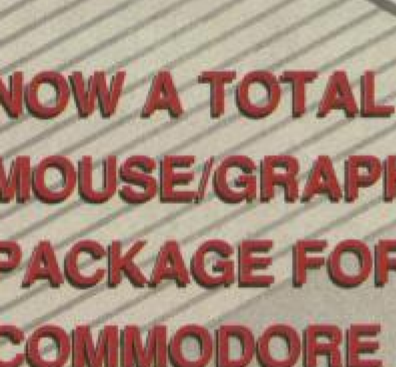
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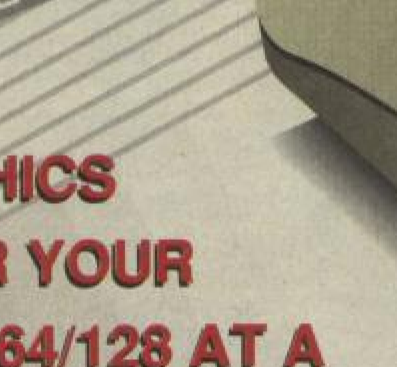
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COM MSE 3

The MasterBlaster Quiz

After last issue's testing quiz by know-it-all Robin, this month's Masterblaster is a slightly easier one compiled by Phil. Nevertheless there are still some tricky questions and a cryptic crossword to trip you up, so watch out. Answers will be printed next month.

A) SPORTING CHANCE
Work out the sporting game names from the initials and clues.

1. TF (One to bowl you over)
2. PSHM (The 'hand of God')
3. MUE (The 'Devils' win a cup)
4. H (Chilli dogs, double-headers and screwballs)
5. FFO (Prancing horsepower)
6. GGTC ('Zap' hits 'em for six!)
7. BMWCB (Little Irishman's a big hit)
8. EHIS (Ex-Liverpool and Wolves player)
9. ER (Coin-op conversion featuring leaping bikes)
10. DTOC (Pole/joystick-snapping marathon)

B) FIND THE WORD
Find the missing word shared by the four games in each of the following lists.

1. Elevator, Force, Fighter, Biker
2. Aqua, Turbo Kart, Mountain Bike, Rad Ramp
3. Evening, Ray, North, Glider
4. Beam, Knight, Glider, Shockway
5. Sky, Desert, Star, Arctic

C) APPETISING ANAGRAMS
Fatty Phil has sliced up ten game titles for his dinner! Can you rearrange them before he scoffs 'em?

1. ANT CURRI (1 word)
2. EAT BREKI (3,5)
3. RAM IN MINCE (5,5)
4. COVER PHILS BELLY (7,5,3)
5. LOOSE DRY CHIPS (6,7)

D) CONNECTIONS
Work out the connection between the items in each list.

1. *CJ's Elephant Antics, Kick Off 2, Armalyte, Rod-Land*
2. *Scorpion, Sanxion, Slayer, Oh No!*
3. *Back To The Future, Bubble Bobble, Shinobi, Predator*
4. *Elite, Pac-land, Thunder Blade, Murder*
5. Martin Walker, Jeff Minter, Andy Braybrook, the Apex lads

E) ODD ONE OUT
Can you spot the odd one out in each list, and for the right reason?

1. *Great Giana Sisters, Katakis, X-Out, Rainbow Islands*
2. *Blade Runner, The Untouchables, Star Wars, Predator 2*
3. *Flashpoint, Sly Spy: Secret Agent, Tyger Tyger, Street Hawk*
4. *Pitfall, River Raid, Little Computer People, Ghostbusters*
5. Brian Jacks, Ian Rush, Jack Charlton, Geoff Capes

F) FUZZY FACTS
Those Rowlands lads are a wacky pair. I think they're completely bonkers, but theycertainly write good games. How much do you know about them?

1. They went on two holidays this year. Where to?
2. What's the name of Steve's rather tasty girlfriend?
3. What's their favourite fast food establishment?
4. Who is the big cheese at Thalamus that they keep taking the mickey out of?
5. What does *CREATURES* stand for?

Uncover The Cover!

G) WHICH IS WHICH
Can you spot which ZZAP! Issues had these covers? It's the issue numbers that we're after, unlike Hoggy who's after anything in a skirt. Oh, and Stu doesn't even know what those creatures in skirts are called! (Oy! Usually it's you in the skirt, Phil! - Ed).





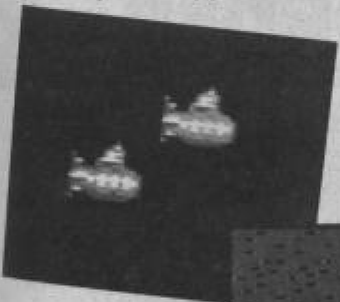






E) SPOT THE SPRITE

Do you know which game each of these sprites appeared in?

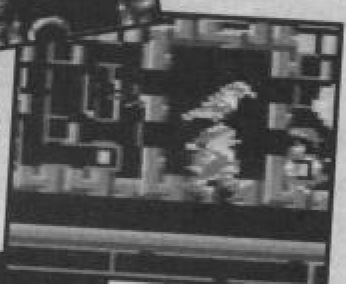

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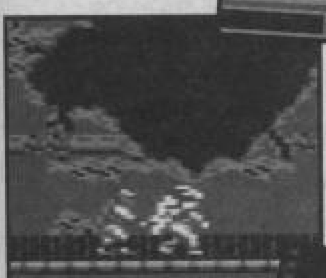

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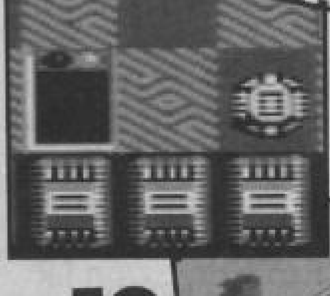

4


5


6


7


8


9


10

G) KNOW YOUR ZZAPER!

They're the greatest people on the planet! Yep, it's your team of know-it-all-about-the-64! But do you know-it-all about us?

1. What car did the vile Welshman drive until it gave up life in Birmingham?
2. Fatty Phil has photographic evidence of vandals wrecking his beloved Metro. If you collect Zzap! so should you. So who bust his aerial?
3. Always one for donning pointy ears, standing in small lavatories and shouting 'Beam me up Scotty!', Stu is a bit of a fan of what classic, but crumbly T.V. Sci-Fi prog?
4. For 5 bonus points, what is Hoggy's girlfiend's full name?

Cryptic Crossword!

Can you solve the clues to identify the well-known game names (or bits of them — because Phil had a bit of trouble getting everything to fit!)?

To help you, we've already solved the first clue:

Soldier of fortune is happy about 100 points top score (9 letters)

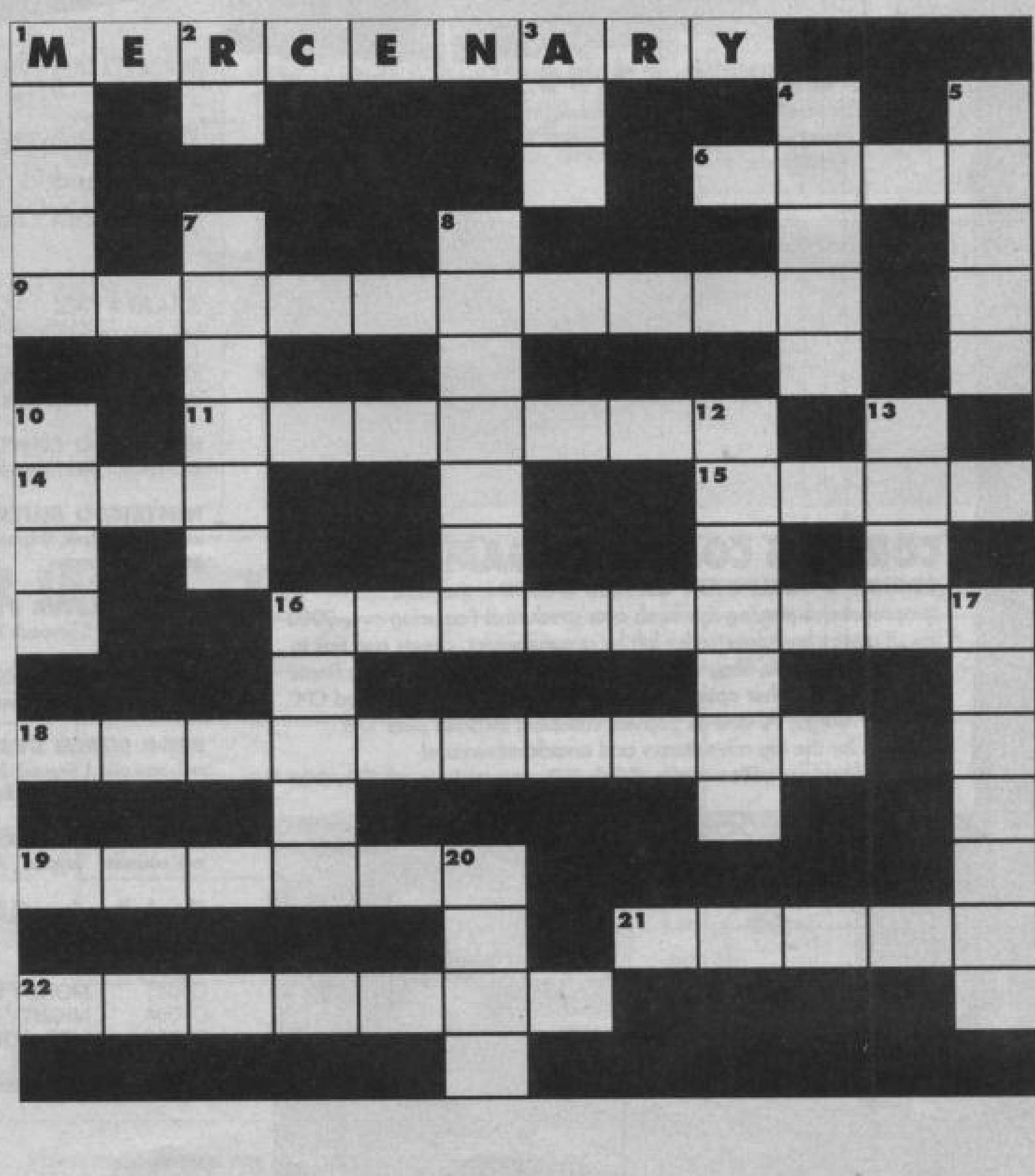
The answer, of course (?!!), is 'Mercenary' — which is MERRY around C (roman numeral for 100!), EN (compass points!) and A (grade A — top score!). Oh well, good luck!

ACROSS

6. Vroom vroom! (4)
9. Winter industrial dispute for high-flyers? (10)
11. Hard, and a girl's best friend! (7)
14. (See 7 down)
15. Celebrity reverses into rodents (4)
16. Pray to him for rain (9)
18. Alan dreams of being a newt (10)
19 and 22. He's always hitting the road! (6, 7)
21. Garry mixes it up (5)
22. (See 19)

DOWN

1. German cars in Africa (5)
2. Cursed (2)
3. Top gun (3)
4. Without a cause? (5)
5. He's what? (5)
7 and 14 across. Expensive guitar? (6, 3)
8. Tiny part of nothing? What a puzzle! (7)
10. Jogged back a century to catch drug pushers (4)
12. Boring Gold Medal? (7)
13 and 20. Five-year voyage from 1969 to 1979? (4,4)
16. This game just won't let you go (5)
17. Risk for desperate character, but he's a hero (3,4)
20. (See 13)



ZAP! 64

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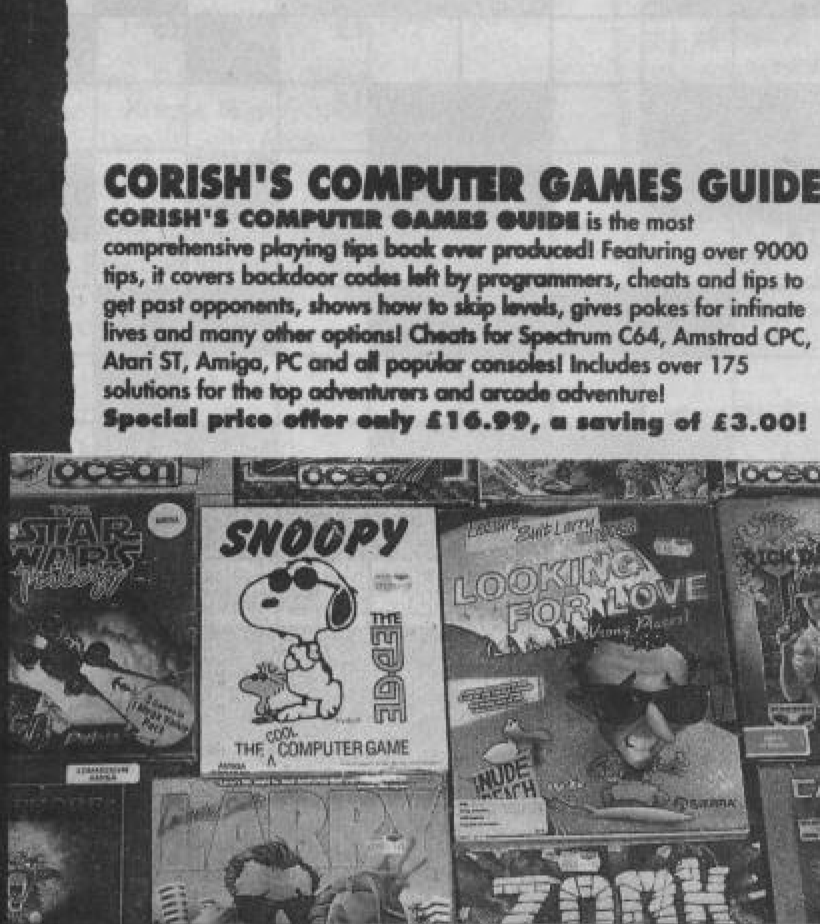
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The Fuzzy factory

The Apex lads go on yet another holiday to 'get inspiration for more *Creatures II* ideas', consume countless brown cows and end up seeing pink elephants. Now there's an idea! The complete lowdown on the holiday is here (well, what they can remember of it) along with the latest *Creatures II* developments — yes, they actually managed to do some work on it!

Tuesday 9th July

John: No, no, no, no, no — I simply cannot handle this any more! Once again (for about the 800th time) my sprite-2-sprite collision code is playing up. The core of this routine is two years old (it was written for *Retrograde*) and has still got a bug in it. How can this be? Half the production time on our games seems to be spent fixing this stupid routine. So I spent most of today searching through print-outs of the code, and making small modifications to it, with the hope that it might miraculously fix itself. Eventually, after a lot of swearing and computer bashing, it decided to work — and if it goes wrong again there isn't going to be a *Creatures II*, okay?

Steve: I'm in the mood for music, which makes a change. I started this nice mellow sort of tune with some cool cords and brilliant bass (of course). Does anyone remember the music that played in the background of the cartoon series called 'Peanuts'? You know, with Snoopy, Charlie Brown and friends, well it sounds similar to that.

Believe it or not, I'm still designing the third torture screen, the one with the snow. I've just added clouds across the top of the screen, which is where the parallax snow falls from. Also to make this chamber a tad harder I came up with the idea of sticking a 'snowball creature' on one side of the screen. This creature throws snowballs (Obviously!) across to the other side, but if they hit you, you don't die, you just get knocked along habit.

Friday 12th July

John: I'll be honest and let you know that not a hell of a lot of work has been done to the game yesterday and today. The reason is that we're preparing for the HOLIDAY (oops, I typed that in capitals). We're leaving for Majorca on Sunday so we've been doing our last minute shopping. As with last year's diary we'll attempt to keep a mental note of what's going on, but as we'll be consuming excessive amounts of booze, we may not remember much.

Steve: This lunchtime was baking hot, so naturally I just had to spend it outside catching rays in the garden, just so that when we go on HOLIDAY in a few days I don't get too burnt. But having said this, I did do some work this morning. I actually had to go back to the second torture screen to alter the character set and the screen layout, for the LAST TIME!!!

Well this afternoon I'm starting the new Torture Screen D from all the new ideas we have, beginning with a rough on-screen layout of the background. This is normally done just by using one or two different-coloured reversed characters.

● **What's happening? Is this *CRITT: The Teletext Game*? Nope, it's just a glimpse at the very early stages of a new Torture Screen.**



Sunday 14th to Sunday 28th Live from Majorca

Tuesday 16th July

We're not drunk! Nope. No siree. We're as sober as a... as a... a big sober thing. Okay we'll come clean, we're inebriated (which is a hard word to spell...). Last night we were at the famous BCM Music Empire wishing that we were back home working on *Creatures II*, we don't think! (Hold on — we don't think anyway!) We spent most of the day on the beach which wasn't too bad except for the sand and the salt water (?). However, the topless entertainment which frequented the beach made up for it!

Friday 19th July

We've now finished a couple of rolls of film and already the camera has started to play up. And on the subject of cameras, Steve has earned himself the nickname of 'KID LUCKY' for reasons we can't divulge. We spent today by the pool, drinking alcohol (I don't believe it!), getting a tan and soaking anything that moved with our massive water guns. Andy Smith (who helps us with ideas and problems — technical problems) is nicely sunburnt, hee hee. What a great shade of red he is too.

Monday 22nd July

We were at a beach party this morning and a water park in the afternoon (despite saying we wouldn't go to a water park this year as we would all get colds after). The park

closed to the public at 6.00 but because we were with 'Thomson Young Fun' we could stay until 7.30. That meant no queues on any of the slides. Yippee! After this there was a massive barbecue for us all with competitions and entertainment laid on by the Reps. (John won a bottle of champagne



● **Brilliant animation requires painstaking work on lots of frames of animation, including some showing the leaping, crumbling skeleton of a dissolving Fuzzy!**

— well that's what it was meant to be.) So by the end of the night we were all stuffed with chicken and completely drunk. We went on a pub-crawl with one of the Reps after, and we just had to drink him under the table. However, thanks must go out to Jon (the Rep) for introducing us to a 'Brown Cow' — and before any of you say anything, it's a drink.

Thursday 25th July

We've lost track of what day it is as every day is a Saturday out here. We were on a cruise on Tuesday, sailing around the island, eating more chicken and playing drinking games all day — as ya do. Andy had a grain of sand in his eye from the beach party the day before, so we cleared his eye out by throwing him off the boat (while he was still wearing one of his pairs of £80 boots). Most of today, however, was spent asleep recovering from the mammoth drinking session we had last night (and the night before that, and the night before THAT etc...). If you think about it, we can't actually remember that much about the holiday. This is because by late afternoon we would be downing bottles of peach Schnapps and Southern Comfort, preparing ourselves for the night to come, where we would all be completely paralytic. Then every morning we're all asleep recovering from the previous night, leaving just the early afternoons when we are actually conscious AND sober. Can't wait for the photos to be developed as we can't remember taking half the pictures.

Sunday 28th July

Boo, hoo, sob, whimper, etc. This is our last day and — guess what — we don't want to come home. Okay, so everyone has got a severe sore throat (we knew we shouldn't have gone to the water park) and everyone has got the squits, but we still want to stay. But hold on, if we stay, we won't be able to work on *Creatures II*. We DEFINITELY want to stay!

When the time did come for us to depart (6pm to be precise), we had half the hotel seeing us off (yeah — the front half, we mean half the people in the hotel). For them it was 'pay-back time', as we were soaking all of them for two weeks. For us it was mega-soakings all round, and just before we got on the coach too. We thought that we'd throw Sue (the cutest of the Reps (well Jon wasn't too bad)) into the pool for the last time though, a sort of going away



present if you will. Anyway, we've had an utterly brilliant two weeks (this being by far the best holiday we've ever had) and so here's a quick list of people who helped make it happen. 'Yo!' and massive drinks to:

The Reps:
Caroline — 'I don't like to get out of my depth';
Andy — 'Bing bong, bing bong';
Sue — '...erm...' (that's a dizzy blonde for you! (Just kidding Sue);
and last but least (only joking) it's Jon, the 'brown cow king' — 'I'm havin' it off on Tuesday'.

The Boyz:
Andy, Declan, Kevin, Neil (the nodding dog), Dean, Ralph (Richard), Andy, Dave (divine) and Gary.

The Girlz:
Lisa, Niki, Cathy, Helen, BJ, Stacey (Tracey), the two Welsh lassies next door, and the countless females we met but simply cannot remember the names of.

Monday 29th July

John: Slept all day.

Steve: Slept all day.

Tuesday 30th July

John: We're back and awake! Yep, what a holiday that was. All that sunshine for two weeks and we come back to this — thunderstorms. Great.

Anyhow, I suppose I'd better get back to work, but not on *CRITT*. I've got a little task to complete for *Retrograde*. It's going on *The Hits 2* (THE compilation of the decade), and needs to have the protection taken off for the duplicators. The only problem is that it's now two years old and I didn't put the protection on in the first place. I'll give it my best shot though.

Steve: After having just started the design for Torture Screen D before the absolutely excellent holiday I am going to have to leave it. The reason is that we now need to design the first Torture Screen that will be in the final game. When I mention the first TS or the second TS this isn't the first and second in the game, it's in the order of design. So we need an easy but good first TS and I've got some good ideas for it, but it needs a bit of work, so I'll try and add some humour. It is important that the first few stages of the game have the right playability so that we keep the player coming back for more.

Thursday 1st August

John: August already! Where does the time go? Technically speaking (or is that technically writing?), we have only got two months production time on the game. Is *CRITT* going to be finished? Hmmmm. Today though, I was working on TSB, creating the death sequence for the bad guy you've got to kill in order to complete the screen. (You see how little I gave away then, hee hee). I also adjusted the animations for the 'prodder' — the creature whose job it is to prod one of the helpless Fuzzies out of the cage and into the stream of acid! I also added a creature to one the platforms which looks like one from *Retrograde* (to those of you who got that far anyway), making it slightly harder for you to save any Fuzzies that might need saving (you can bet your life they will).

Steve: *Clyde Radcliffe In Torture Trouble* is the name of the game in unabbreviated form, but when abbreviated it becomes *CRITT*. We've been given the idea that if we add 'ERS' to the end of the abbreviation we end up with *CRITTERS*. This does sound better than *CRITT* so now all we need to do is to try to come up with three words to fit 'ERS'. Tough task but it will have to wait until later when we can devote more time to it and have a glance at our thesaurus (swear words aren't allowed!). Reebok's 'Energy Return System' pops straight to mind, but that doesn't go too well with the rest of the title!

Saturday 3rd August

John: I've been coding the final bit of intelligence for the little 'raft-paddling creature' at the bottom of the screen. I thought I'd finished it but when I was showing it to Andy last night (the Torture Screen, obviously) I spotted a bug in it. This means I'll working on it again on Monday. Rob Ellis popped over this afternoon and when we had eventually finished telling him some of our 'holiday stories' we decided that a load of us should go to the Southend arcades next weekend. He mentioned some of the features of *Space Gun* (his favourite game at the moment), which got me thinking. In it you must save a quota of good guys, whilst blasting the aliens. Well near the end of the game (which we have reached) you start getting some of these good guys running towards you and then 'mutating' into hideous aliens. Well how about doing this with our cute 'n' cuddly Fuzzies? Great idea, huh?

Steve: Well the last time I worked on this part of the game I said it would be the last time I would work on it (?). Yeah, it's Torture Screen B. It seems like this is a neverending TS that I can't get rid of. This time I have to add some extra animations so that when the poor Fuzzy gets prodded out of the cage and lands he gets up nice and smoothly.

It's time to do the graphics for the level loading screen as John will hopefully be coding that soon. After a long discussion on how we could graphically show three Torture Screens on an island, we eventually came up with a suitable answer. There would be three doors to the three chambers on-screen. When the one you are about to enter loads in the door would open. So by the time you were on the last Torture Screen you would have three open doors on the screen, see.



● **Character blocks are used to build up this atmospheric forest scene, all we need now is a witch on a broomstick!**



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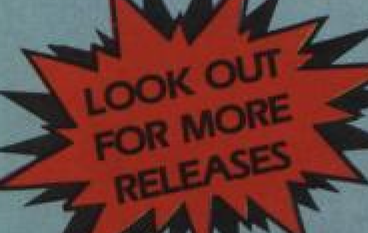
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Screen shots from Amiga Version





Screen shots from Amiga Version

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it's Corky!

Well, after about two weeks of bright sunny weather someone decided that we should have a typical British summer (ie pelting down with rain). Personally I suspect it's the Scorelord's doing, not long after he purchased an extra long hosepipe from the local DIY shop it started raining cats and dogs. All we've got to look forward to for the rest of the year is kamikaze leaves in the autumn and the Newsfield car park turning into the local skating rink in winter.
Did you spot the deliberate mistake last month? I said that I would be printing *Shadow Dancer* and *Strider II* maps. They didn't appear because I ran out of room for *Strider II*, and *Shadow Dancer* maps weren't available, perhaps you beloved readers could help by sending one in?. What I do have this month are loads of hacks, cheats, passwords and a map of Ocean's *Darkman*. So make a cup of tea, settle down and enjoy the tips I have prepared for your enjoyment. And to answer the people who moan about the abundance of reset hacks etc, if you sent in more non-reset stuff I would very happily print it, no problemo.

PANG MUSIC LISTING

Peter De Bie **hasn't finished with the** *Pang* **music yet, because here is his** listing. **The instructions are as follows.**

1. Type in the listing and save it.
2. Load up the game and reset whenever the music is playing.
3. Load up the saved listing.
4. RUN the program and wait a few seconds.
5. Press keys A to J for the music and F1 to fast-forward.

```
5 REM *** PANG MUSIC LISTING ***
10 FOR I=4096 TO 4193: READ A$
15 LET L=ASC(LEFT$(A$,1): L=L-55:
IF L<5 THEN L=L+7
20 LET R=ASC(RIGHT$(A$,1): R=R-
55: IF R<5 THEN R=R+7
25 V=(L*16)+R: POKE I,V: C=C+V:
NEXT I
30 IF C< >11191 THEN PRINT
"OOPSIE!": END
35 SYS 4096
```

OCEAN MULTIHACK 1.7

Not content with bringing us one Ocean hack, Waz P returns with this offering. To use, just type in the following listing (and save it), add the data line for the game you want, rewind the game tape to the start and RUN the program.

```
1 REM OCEAN HACK V1.7 BY WAZ 1991
2 REM GET THE PIXIES TROMPE LE
MONDE LP
3 FOR WA=384 TO 4111: READZ: C=C+Z:
POKE WA,Z: NEXT: IF C< >2740 THEN
PRINT "AARGH!": END
4 READ Z: IF Z=-1 THEN POKE 157,128:
SYS 384
 5 POKE WA,Z: WA=WA+1: GOTO 4
10 DATA 032,086,245,169,032,141,084,003
11 DATA 169,147,141,085,003,169,001,141
12 DATA
086,003,096,072,032,156,001,104
13 DATA
206,032,208,096
```

And here are the DATA lines

PUZZNIC (infinite time & retries)

```
20 DATA
169,173,141,246,035,169,189,141
21 DATA 171,036,096,-1
```

MIDNIGHT RESISTANCE (infinite lives, keys and weapons)

```
20 DATA
169,000,141,215,019,141,253,019
21 DATA
169,173,141,060,040,169,254,141
22 DATA 228,181,096,-1
```

DRAGON NINJA (infinite lives and time)

```
20 DATA
169,173,141,122,128,169,000,141
21 DATA 076,130,096,-1
```

VINDICATOR (infinite lives level 1)

```
20 DATA 169,173,141,081,140,096,-1
```

UNTOUCHABLES (autocomplete level 1)

```
20 DATA 169,160,141,070,144,096,-1
```

BATMAN THE MOVIE (infinite lives)

```
20 DATA 169,173,141,023,019,096,-1
```

SPIKE IN TRANSYLVANIA MUSIC LISTING

Peter De Bie **has sent in this very handy music listing, to use just follow the instructions.**

1. Type in the listing and save it for future use.
2. Load up the game and reset it on the title page.
3. Load up the saved listing, RUN it and wait a few seconds.
4. The title music will start to play, and plug your joystick into port two. Push up for the title music, down for the in-game music and left to fast forward.

```
5 REM *** SPIKEY MUSIC LISTING ***
10 FOR I=3840 TO 3951: READ A$
15 LET L=ASC (LEFT$ (A$,1): L=L-55: IF
L<5 THEN L=L+7
20 LET R=ASC (RIGHT$ (A$,1): R=R-55:
IF R<5 THEN R=R+7
25 V=(L*16)+R: POKE I,V: C=C+V: NEXT
I
30 IF C< >13291 THEN PRINT
"OOPSIE!": END
35 SYS 3840
50 DATA
78,A9,35,85,01,A9,46,8D,FE,FF,A9,0F,8D
,FF,FF,A9,9C,8D,FA,FF,A9,24
,8D
60 DATA
FB,FF,A9,00,8D,0E,DC,A9,F1,8D,1A,D0,
A9,33,8D,12,D0,A9,01,20,00,10
,58
70 DATA
AD,00,DC,C9,7D,F0,07,C9,7E,F0,08,4C,2
E,0F,A9,00,4C,2A,0F,A9,01,4C
,2A
80 DATA
0F,85,04,86,03,84,02,EE,19,D0,EE,20,D0
,20,12,10,CE,20,D0,AD,00,DC
,C9
90 DATA
7B,F0,F3,A9,0E,8D,20,D0,A9,1B,8D,11,D
0,A5,04,A6,03,A4,02,40
```

CHASE HQ (infy turbos)
20 DATA 169,173,141,094,143,096,-1

WEC LE MANS (infy time)
20 DATA 169,173,141,146,152,096,-1

RAINBOW ISLANDS (infy lives)
20 DATA 169,189,141,132,111,096,-1

TARGET RENEGADE (infy lives/time)
20 DATA
169,173,141,121,141,169,000,141
21 DATA 133,135,096,-1

NEW ZEALAND STORY (infy lives)
20 DATA 169,173,141,143,012,096,-1

TYPHOON (infy lives)
20 DATA 169,173,141,125,016,096,-1

RED HEAT (infy lives)
20 DATA
169,165,141,036,012,141,230,013
21 DATA 096,-1

ROBOCOP (infy energy)
20 DATA 169,000,141,128,173,096,-1

BATMAN: THE CAPED CRUSADER PART 1 (infy energy)
20 DATA 169,181,141,159,125,096,-1

BATMAN: THE CAPED CRUSADER PART 2
20 DATA 169,181,141,210,126,096,-1

Being an eagle eyed chap Waz has spotted an error in the recent *Turrican II* music listing, line 10 should read:
10 FOR I=4096 TO 4236: READ A$

DEFENDER OF THE CROWN

(Mirrorsoft)

An oldie but a goodie, Waz P **sent in this handy listing for the tape version. Just type in the listing, then plonk the cassette in the tape deck and RUN the program. The game will now load with 250 soldiers, 250 gold pieces, 80 knights and 80 catapults.**

```
1 REM DEFENDER OF THE CROWN
HAX BY WAZ
2 FOR WA=384 TO 419: READZ:
C=C+Z: POKE WA,Z: NEXT
3 IF C< >5024 THEN PRINT "ERROR!":
END
4 POKE 157,128: SYS 384
10 DATA
032,086,245,169,032,141,225,003
11 DATA
169,147,141,226,003,169,001,141
12 DATA
227,003,096,169,240,141,252,109
13 DATA
141,255,109,169,080,141,253,109
14 DATA 141,254,109,096
```

KNIGHT TYME & STORMBRINGER

(MAD)

Thanks to Waz P**, Magic Knight receives a very helpful hand in these two infinite**

LORDS OF MIDNIGHT

(Megatape 21)

Thanks go to Steven Shaw **from West Yorkshire for these handy *Lords Of Midnight* tips on where to find the major characters.**

LUXOR THE MOONPRINCE
This is the easiest character to find, mainly because you start the game in his shoes! He can recruit most people but don't let either Luxor or Morkin die. If you do it's end of game.

MORKIN
He is Luxor's son and the only person who can find the ice crown. As I said before don't let him die, the fate of the Citadel of Xajorlaith rests in his and his father's hands.

CORLETH THE FEY
Corleth can recruit most people, he is best at recruiting Lords Of The Fey. He is also a very good fighter.

RORTHRON THE WISE
The best person to use when recruiting, he can pull in the most unlikely recruits. Like Corleth he is also a very good fighter.

LORD OF SHADOWS
A Fey Lord, to recruit him simply select Luxor, Corleth, Morkin or Rorthron. Face north, move north twice and kill the wolves (this doesn't always happen, keep trying till it does). Press 8 to face northwest and you should see a figure without a horse — this is your target. Move once and press choose and select, the Lord Of Shadows is now recruited.

LORD BLOOD
A Lord Of The Free, Corleth is probably the best person to recruit him so send him east from his start position until it gets dark. When dawn breaks head northeast toward the nearest keep, which should be the Keep Of Blood. It's now simple to recruit the Lord Of Blood.

LORD GARD
He can be found at the Citadel Of Gard, to find this just look for the Mountains Of Torkren on the map supplied with ZZAP! Issue 76. Now look for the Plains Of Silence. Found it? Good, now find the only nearby Citadel, this is where Lord Gard resides.

LORD MARAKITH
Another Free Lord who can be found at the Citadel Of Marakith. Look on the map again and find the Forest Of Shadows, when you reach them go east until you reach another forest. From here go north until you reach the Mountains Of Ithril. Go east from there, passing the Plains Of Marakith until you reach the Citadel Of Marakith (simple eh?).

LORD XAJORKITH
Lord Xajorkith resides in one of the most important Citadels of the whole game: Xajorkith. He can be found by going to the bottom of the map and then heading east.

LORD GLOOM
Go to the top of the map and head east to the Mountains Of Gloom, near here you will find the Citadel Of Gloom.

LORD SHIMARIL
From the starting point on the map head east sixteen times and south two. Here is the Citadel Of Shimaril.

All the following Lords are at Citadels or Keeps.

LORD KUMAR
Can be found on the Plains Of Ithril.

LORD OF DAWN
Can be found near the Mountains Of Dawn, close to the Forest of Dregrim.

LORD OF DREAMS
Can be found in the Forest Of Dreams.

LORD DREGRIM
Can be found in the Forest Of Dregrim.

THIMRATH THE FEY
Can be found in a keep near to the Mountains Of Coreby.

LORD OF WHISPERS
Can be found in the Forest Of Whispers.

LORD LOTHLORIL
Can be found in the Forest Of Lothloril.

KORINEL THE FEY
Can be found at the Village Of Kor, in the Forest Of Kor.

LORD THRALL
Can be found at the Village Of Thrall, in the Forest Of Thrall.

LORD BRITH
Can be found at the Keep Of Brith, near to the Downs Of Brith.

LORD RORATH
Can be found at the Keep Of Rorath, near to the Mountains Of Odrark.

LORD TRORN
Can be found at the Keep Of Trorn, near the Forest Of Dregrim.

LORD OF MORNING
Can be found at the Keep Of Morning, near the Mountains Of Morning.

LORD ATHORIL
Can be found at the Keep Of Athoril, near the Downs Of Athoril.

LORD MITHARG
Can be found at the Keep Of Mitharg, near the Downs Of Mitharg and the Citadel Of Shimeril.

LORD HERATH
Can be found at the Keep Of Herath, near the Mountains Of Ithril and the Mountains of Kumar.

THE UTARG OF UTARG
Can be found at the Keep Of Utarg, on the Plains Of The Targ.

FAWKRIN THE SKULKRIN
Can be found at Moonhenge on the Plains Of The Moon.

LOGRIM THE WISE
Same as Rorthron The Wise, can be found at the Tower Of Logrim, near the Plains Of Fadrath.

FARFLAME THE DRAGONLORD
Can be found at the Ruin Of Coroth, in the Mountains Of Dodrak.

energy listings. First up is *Knight Tyme*. Just type in the listing, insert the game tape into the cassette deck and RUN the proggy.

```
1 REM KNIGHT TYME HAX BY WAZ 1991
2 FOR WA=528 TO 568: READZ: C-C+Z:
POKE WA,Z: NEXT
3 IF C< >3804 THEN PRINT "ERROR":
END
4 POKE 157,128: SYS 528
5 DATA 032,086,245,169,032,141,159,004
6 DATA 169,035,141,160,004,169,002,141
7 DATA 161,004,096,238,032,208,169,049
8 DATA 141,059,009,169,002,141,060,089
9 DATA 096,169,000,141,039,023,076,016
10 DATA 008
```

And now here is a *Stormbringer* listing, again type in the listing, lob the cassette into the deck and RUN the program.

```
1 REM STORMBRINGER HAX BY WAZ
1991
2 FOR WA=528 TO 568: READZ: C=C+Z:
POKE WA,Z: NEXT
3 IF C< >3900 THEN PRINT "ERROR":
END
4 POKE 157,128: SYS 528
5 DATA 032,086,245,169,032,141,159,004
6 DATA 169,035,141,160,004,169,002,141
7 DATA 161,004,096,238,032,208,169,049
8 DATA 141,059,009,169,002,141,060,009,
9 DATA 096,169,000,141,131,027,076,016
10 DATA 008
```

MEGATAPE MADNESS

DREAM RAIDER

Thanks again go to Waz. For infinite lives and time type in this listing and RUN it, then load up the game.

```
1 REM DREAM RAIDER
HACKS BY WAZ 91
2 FOR WA=600 TO 628:
READZ: C=C+Z: POKE
WA,Z: NEXT
3 IF C< >3460 THEN
PRINT "DATA ERROR":
END
4 POKE 157,128: SYS
600
5 DATA
032,086,245,169,104,141,
253,002
6 DATA
169,002,141,254,002,076,
224,002
7 DATA
169,173,141,251,076,169,
165,141
8 DATA
099,077,076,013,008
```

A guy from Aussie land calling himself Wonko The Sane (obviously a Douglas Adams fan) has sent in these handy Megatape POKES, it only remains for me to say so long and thanks for all the fish.

DRACONUS

Load the game, reset and type in

```
POKE 10953,173
POKE 9926,173  (infinite
lives)
POKE 5426,173  (infinite
fire)
```

ZYBEX

Load the game, reset and type in

```
POKE 28660,32
POKE 28661,144
POKE 28662,127
POKE 28663,32
POKE 28664,155
POKE 28665,127
POKE 28666,76
POKE 28667,3
POKE 28668,120
SYS 1634
```

PARALLAX

The passwords are:

Level 1 — STACK
Level 2 — JEWEL
Level 3 — PARCH
Level 4 — SALON
Level 5 — GLOBE

FLIK FLAK

Here are the level codes, thanks to me old mate (and fellow Front 242 fan) Waz P.

Level 1 — FIRST
Level 5 — WELLY
Level 9 — MOUSE
Level 13 — FLUTE
Level 17 — TROUT
Level 21 — SLIME
Level 25 — PLANK
Level 29 — RABID

BOUNCES

Load the game and reset the C64, then type in:

SYS 4104 then POKE 4096,(8-10) (return). You can now play the tunes thanks to Waz P.

INSECTOR HECTI IN THE INTERCHANGE

(Hi-Tec)

Thanks go to the ZZAP! ladz for putting together these passwords for *Interchange*. Will Insector Hecti catch Victor Virus, tune in next week for the thrilling climax.

Level 6 — MOON
Level 11 — DISK
Level 16 — DUCK
Level 21 — GRIM
Level 26 — TANK
Level 31 — GOLD
Level 36 — COLD
Level 41 — BANG
Level 46 — MUFC

PREDATOR

(The Hit Squad)

Here is Waz's **listing for infinite lives, time and grenades. Just type in the listing, insert the game cassette and RUN the prog.**

```
1 REM PREDATOR HACKS BY WAZ 91
2 REM INFINITE TIME, GRENADES AND
LIVES
3 FOR WA=528 TO 581: READZ: C=C+Z:
POKE WA,Z: NEXT
4 IF C< >4942 THEN PRINT "ERROR":
END
5 POKE 157,128: SYS 528
6 DATA 169,029,141,040,003,169,002,141
7 DATA 041,003,032,086,245,169,011,141
8 DATA 206,001,169,034,141,207,001,096
9 DATA 023,001,026,169,056,141,115,192
10 DATA 169,002,141,116,192,076,000,192
11 DATA 169,165,141,093,016,141,016,028
12 DATA 141,040,022,076,000,006
```

THRUST

(Firebird)

Here is a short music listing, just load the game and reset it. Now type in:

```
10 SYS 8225
20 For A = 1 TO 9
30 NEXT A
40 GOTO 10
```

DOUBLE DRAGON 2

(Virgin)

For infinite lives and time type in this Waz listing, then plonk the cassette into the deck and RUN the program.

```
1 REM DOUBLE DRAGON 2 HACK BY
WAZ 91
2 FOR WA=400 TO 431: READZ:
C=C+Z: POKE WA,Z: NEXT
3 IF C< >3439 THEN PRINT "ERROR":
END
4 POKE 157,128: SYS 400
5 DATA
032,086,245,169,076,141,096,003
6 DATA
169,165,141,097,003,169,001,141
7 DATA
098,003,076,081,003,169,173,141
8 DATA
202,181,141,108,185,076,000,068
```

THE POWER

(Demonware)

After the ten passwords I printed last month come the other 40 courtesy of Iwan Owen **from Carnarvon, huge flapping breeks ahoy.**

1 NO PASSWORD	2 LEVEL 2
4 COWBOY	6 OOPSUP
8 O140H7	10 SOLONG
12 RACKET	14 GRAZZY
16 UNLINK	18 EUROPE
20 FREEZE	22 M7MS49
23 GALVAN	24 KLOWWN
25 INDIGO	26 JINGLE
27 JOGGER	28 INSIDE
29 SPLSPS	30 KNIGHT
31 HINBON	32 NOBODY
33 GOODIE	34 OQZAYB
35 ELTRIC	36 187293
37 QROVUY	38 DOUBLE
39 ROLLER	40 CLOSET
41 SLOWLY	42 BIZNEZ
43 124816	44 TARGET
45 AMZING	46 VODOOH
47 Z97531	48 WOODYS
49 YZX3WS	50 XUQZOXD

NARC

(Ocean)

Here are a couple of reset cartridge pokes for the game that sounds like Mark but it isn't! Just load up the game and reset it, then type in the following for loads of infinite fun and frolicks around this Ocean corker!

```
POKE 26088,0   (infinite bullets)
POKE 28112,173
POKE 28279,173  (infinite credits)
```

THE ULTIMATE MUSIC HACK

Yes, Waz P has finally done it, the biggest music listing of his short but distinguished career. Here are the instructions for loading this musical masterpiece.

1. Type in the listing and save it to tape/disk
2. Load the game of your choice and reset the C64
3. Reload the saved listing
4. Add the data line for your chosen game
5. RUN the program
6. Press 1-9 to hear the tunz

NB. on some games the screen will appear corrupted, don't worry as this is quite normal for a game that has been hacked to death by Waz.

```
0 REM THE ULTIMATE MUSIC HACK BY WAZ
1 REM TO BE USED ON LOADSA C64 GAMES
2 FOR WA=4096 TO 4201: READZ: C=C+Z: POKE WA,Z: NEXT
3 IF C< >12599 THEN PRINT "ERROR!": END
4 FOR WA=4202 TO 4210: READZ: POKE WA,Z: NEXT
5 READ M,A,R,K: POKE 4114,M: POKE 4115,A: POKE 4134,R: POKE 4135,K: POKE 4169,M: POKE 4170,A
6 READ W,X: POKE 4111,W: POKE 4166,W: POKE 4112,X
7 PRINT CHR$(147); "PRESS 1-9 FOR TUNZ": SYS 4096
10 DATA 120,169,016,141,021,003,169,003
11 DATA 141,020,003,169,053,133,001,162
12 DATA 000,032,083,016,169,055,133,001
13 DATA 169,075,141,181,220,088,076,030
14 DATA 016,169,053,133,001,032,083,016
15 DATA 169,055,133,001,160,000,185,088
16 DATA 016,141,000,220,173,001,220,217
17 DATA 097,016,208,019,185,106,016,141
18 DATA 071,016,169,053,133,001,162,008
19 DATA 032,083,016,169,055,133,001,200
20 DATA 192,009,208,218,076,126,234,096
21 DATA 127,127,253,253,251,251,247,247
22 DATA 239,254,247,254,247,254,247,254
23 DATA 247,254
```

DATA LINES PART 1

Due to limited space (and my knackered typing fingers) the data lines for the Ultimate Hack will be printed in two parts, so here is part one.

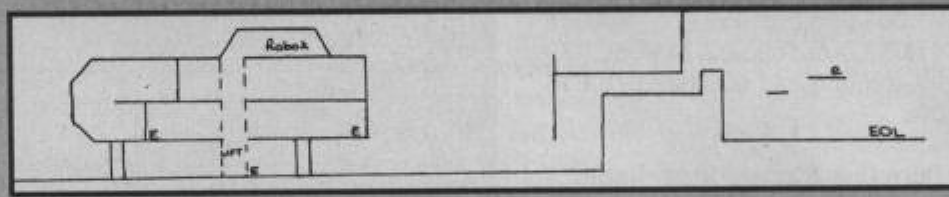
GERRY THE GERM (Firebird)
100 DATA 0,1,2,3,4,5,6,5,4,0,224,18,224,169,0
COMMANDO (Elite)
100 DATA 0,1,2,0,1,2,0,1,2,0,80,18,80,169,0
STAR PAWS (Software Projects)
100 DATA 0,1,2,0,1,2,0,1,2,193,188,9,176,169,0
DELTA (Thalamus)
100 DATA 0,1,2,3,4,9,10,11,12,87,195,228,189,169,12
DRAGON'S LAIR II (Software Projects)
100 DATA 7,8,9,7,8,9,7,8,9,15,192,21,192,169,7
ACE II (Cascade)
100 DATA 0,0,0,0,0,0,0,0,0,83,16,63,224,169,0
CRAZY COMETS (Mastertronic)
100 DATA 0,1,0,1,0,1,0,1,0,0,80,12,80,169,0
MONTY ON THE RUN (Gremlin)
100 DATA 0,1,2,0,1,2,0,1,2,84,149,18,128,169,0
F1 SIMULATOR (Mastertronic)
100 DATA 0,0,0,0,0,0,0,0,0,0,192,17,192,169,0
NEMESIS THE WARLOCK (Martech)
100 DATA 0,0,0,0,0,0,0,0,0,9,224,15,224,169,0
RASPUTIN (Firebird)
100 DATA 0,1,0,1,0,1,0,1,0,0,192,32,192,169,0
BUMP SET SPIKE (Mastertronic)
100 DATA 0,1,0,1,0,1,0,1,0,0,52,6,52,169,0
ARCADE CLASSICS (Firebird)
100 DATA 0,0,0,0,0,0,0,0,0,9,48,15,48,169,0
ONE MAN AND HIS DROID (Mastertronic)
100 DATA 0,0,0,0,0,0,0,0,0,0,176,21,176,169,0
KENTILLA (Mastertronic)
100 DATA 0,0,0,0,0,0,0,0,0,0,171,6,171,169,0
GAPLUS (Loader) (Mastertronic)
100 DATA 0,1,2,3,0,1,2,3,2,1,13,228,19,228,169,0
WAR (Martech)
100 DATA 0,1,2,3,4,5,6,7,0,48,228,54,228,169,0
I BALL (Firebird)
100 DATA 0,0,0,0,0,0,0,0,0,31,229,9,224,169,0
IK+ (System 3)
100 DATA 0,0,0,0,0,0,0,0,0,9,224,15,224,169,0
INTERNATIONAL KARATE (System 3)
100 DATA 0,0,0,0,0,0,0,0,0,0,174,12,174,169,0
THING ON A SPRING (Gremlin)
100 DATA 0,0,0,0,0,0,0,0,0,0,192,18,192,169,0
AUF WIEDERSEHEN MONTY (Gremlin)
100 DATA 0,1,2,3,8,9,10,11,12,9,228,15,228,169,5
LIGHTFORCE (FTL)
100 DATA 0,0,0,0,0,0,0,0,0,185,240,191,240,169,0
THUNDERCATS (Elite)
100 DATA 0,0,0,0,0,0,0,0,0,12,237,18,237,169,0
SIGMA 7 (Durrell)
100 DATA 0,0,0,0,0,0,0,0,0,13,128,19,128,169,0
TARZAN (Martech)
100 DATA 0,1,2,3,7,8,9,10,11,3,224,12,224,169,6
SHOCKWAY RIDER (FTL)
100 DATA 0,0,0,0,0,0,0,0,0,60,242,9,237,169,0
RICOCHET (Firebird)
100 DATA 0,0,0,0,0,0,0,0,0,9,144,15,144,169,0
UN SQUADRON (US Gold)
100 DATA 1,2,3,1,2,3,1,2,3,192,32,

Strider 2

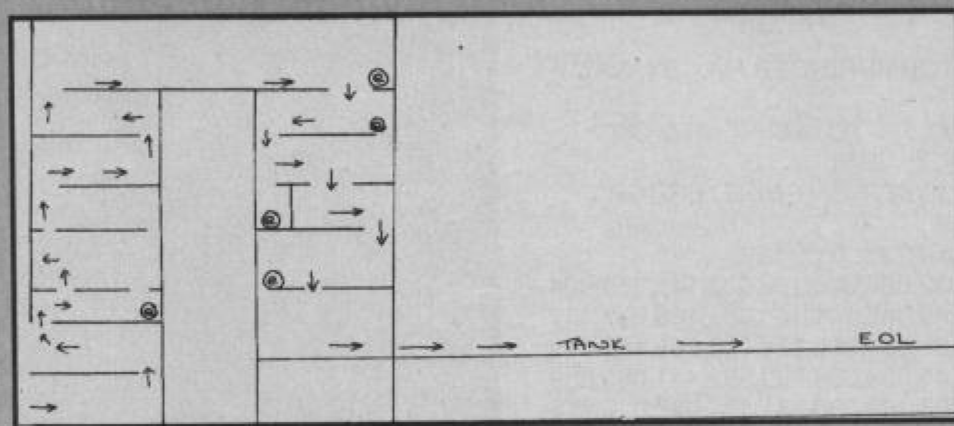
(US Gold)

Thanks to the ever helpful Rachel Farrow at Tiertex for these useful (if a little late) *Strider II* maps.

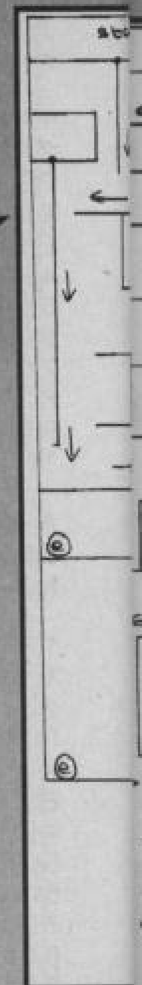
Level 1

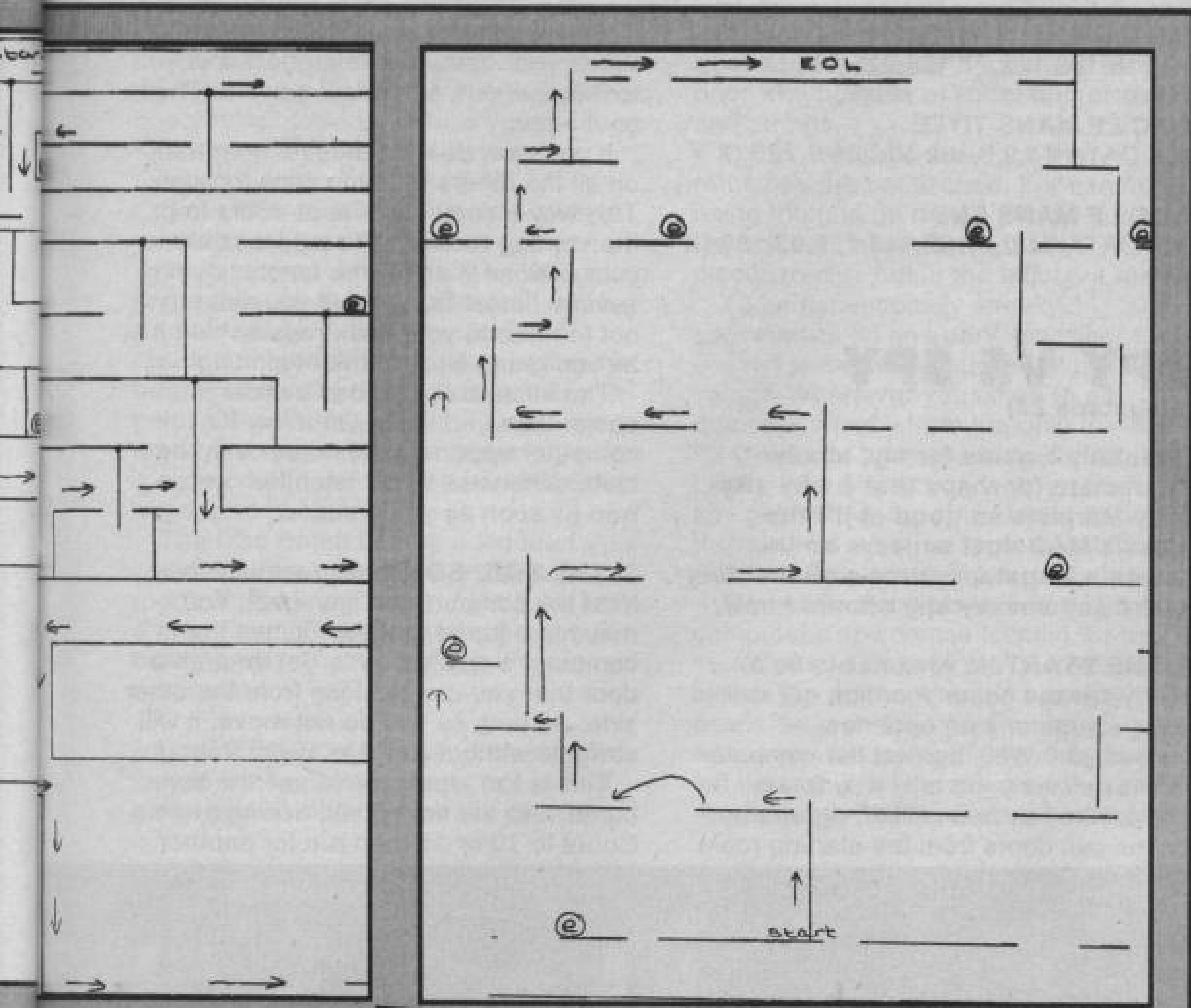


Level 2



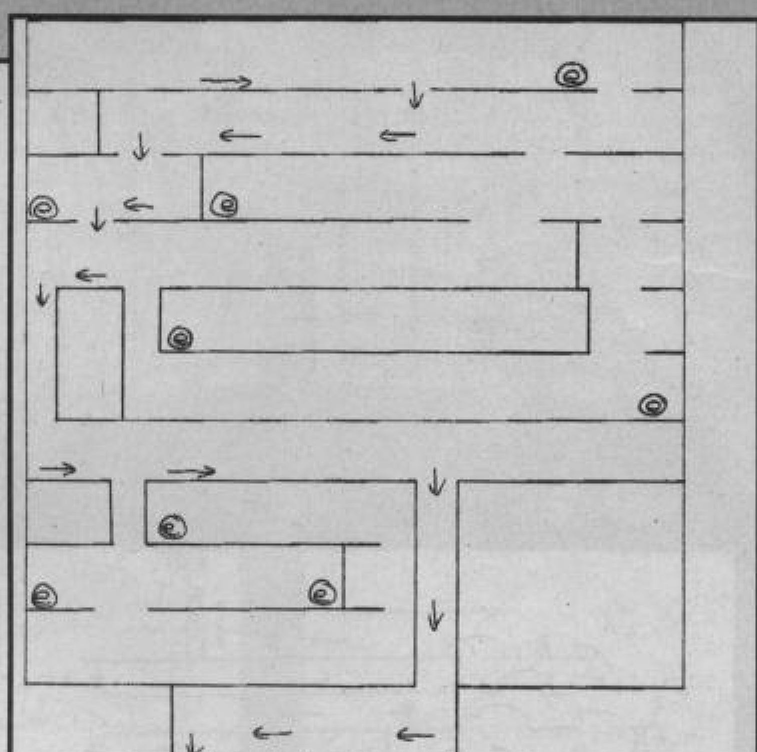
Level 3





Level 4

Level 5



6,26,169,1
ELIMINATOR (Hewson)
100 DATA
0,8,16,24,0,8,16,24,24,75,160,173,160,162,0
ENDURO RACER (Activision)
100 DATA
0,1,2,0,1,2,0,1,2,0,240,58,241,169,0
POLTERGEIST (Code Masters)
100 DATA
0,1,2,0,1,2,0,1,2,0,192,57,193,169,0
SUPER STUNTMAN (Code Masters)
100 DATA
0,0,0,0,0,0,0,0,0,0,224,40,225,169,0
DIZZY (Code Masters)
100 DATA
0,1,2,0,1,2,0,1,2,1,242,74,243,169,0
NORTHSTAR (Gremlin)
100 DATA
0,1,2,0,1,2,0,1,2,0,240,3,240,169,0
720° (US Gold)
100 DATA
0,1,0,1,0,1,0,1,0,0,192,3,192,169,0
RED MAX (Code Masters)
1,2,3,1,2,3,1,2;3,0,224,161,224,169,1
DICK TRACY (Titus)
100 DATA
0,1,2,3,4,5,6,7,8,3,224,0,224,169,0
JACK THE NIPPER 2 (Gremlin)
100 DATA
0,2,4,6,3,1,5,8,14,0,224,3,224,169,0
BEYOND THE ICE PALACE (Elite)
100 DATA
0,1,0,1,0,1,0,1,0,14,177,78,178,169,0
PANTHER (Mastertronic)
100 DATA
0,0,0,0,0,0,0,0,0,0,144,81,145,169,0
WIZARDS PET (Mastertronic)
100 DATA
0,1,0,1,0,1,0,1,0,56,163,105,164,169,0
ROLLERBOARD (Capital)
100 DATA
0,1,2,3,0,1,2,3,0,1,0,176,117,180,162,0
SPORE (Bulldog)
100 DATA
0,1,0,1,0,1,0,1,2,0,232,50,233,169,0
DESTRUCTO (Bulldog)
100 DATA
0,1,2,0,1,2,0,1,2,0,48,76,49,169,0
WIZARD WARZ (US Gold)
100 DATA
0,1,2,0,1,2,0,1,2,0,192,3,192,169,0
PACLAND (Grandslam)
100 DATA
0,1,2,3,4,5,6,7,8,20,178,105,176,169,2

THE JOLLY JON DUNN MUSIC PLAYER

Peter De Bie **from Tulip Land is the sender of this well trendy music listing, the battle is still on between him and Waz P for the title of Mr Music 1991. But on with the listing.**

INSTRUCTIONS FOR USE

1. Type in the listing and save it to tape/disk for further use.
2. Load up the game of your choice and reset the C64 (sorry folks but it's another reset cartridge listing).
3. Load the saved Jolly Jon Dunn listing and add the DATA line for the game you have loaded.
4. RUN the listing and the tune will play,

```
5 REM *** THE JOLLY JON DUNN MUSIC
PLAYER ***
6 REM *** BY PETER DE BIE FOR ZZAP!
64 ***
10 FOR X=4096 TO 4192: READ Y:
Z=Z+Y: POKE X,Y: NEXT X
11 IF Z < >10300 THEN PRINT "OOPS!":
END
12 READ D1,D2,D3,L1,I1,I2,P1,P2
13 POKE 4121,D1: POKE 4122,D2: POKE
4123,D3
14 POKE 4124,L1: POKE 4127,I1: POKE
4128,I2
15 POKE 4159,P1: POKE 4160,P2
16 SYS 4096
20 DATA
120,169,53,133,1,169,0,141,14,220,169,12
7,141,26,208,169,37, 141,254,255
21 DATA
169,16,141,255,255,44,0,0,162,0,32,0,0,88
,76,78,16,141,0,15,142,1
,15
22 DATA
140,2,15,206,25,208,169,51,141,18,208,16
9,27,141,17,208,238,32 ,208,32
23 DATA
0,0,206,32,208,173,0,15,174,1,15,172,2,15
,64,169,127,173,0, 220,173,1
24 DATA
220,201,127,208,244,169,55,133,1,76,226,
252
```

Here are the DATA lines

ARKANOID 2: REVENGE OF DOH
100 DATA 32,222.139,160,15,141,219,142 (X = 0,10,20,30,40,50)
BASKET MASTER
100 DATA 32,222,49,160,15,51,149,52 (X = 0,10)
DALEY THOMPSON'S OLYMPIC CHALLENGE

100 DATA 44,0,0,162,0,224,106,224 (X = 0 TO 6)
DRAGON NINJA
100 DATA 44,0,0,162,118,224,72,225 (X = 0,6,12,18)
GUERILLA WAR
100 DATA 44,0,0,162,0,180,107,180 (X = 0 TO 3)
MATCH DAY II
100 DATA 44,0,0,169,28,196,1,192 (X = 1 TO 2)
NEW ZEALAND STORY
100 DATA 44,0,0,162,162,99,110,249,110 (X = 0,6,12,18,24,30,36)
OPERATION WOLF
100 DATA 44,0,0,162,182,235,33,236 (X = 0 TO 4)
PLATOON LEVEL 1
100 DATA 32,222,224,160,15,226,149,227 (X = 0,10,20)
PLATOON LEVELS 2 & 3
100 DATA 32,222,224,160,34,226,168,227 (X = 0,10,20)
RAMBO III LEVEL 1
100 DATA 44,0,0,162,0,224,224,224 (X = 0 TO 3)
RAMBO III LEVELS 2 & 3
100 DATA 44,0,0,162,0,224,224,224 (X = 0,6,12)
RED HEAT
100 DATA 44,0,0,162,210,238,104,239 (X = 0,6,12,18)
RENEGADE III (ALL LEVELS HAVE THE SAME DATA LINE)
100 DATA 44,0,0,162,210,149,91,150 (X = 0,6,12,18,24,30,36)
ROBOCOP
100 DATA 44,0,0,162,128,36,79,37 (X = 0,6,12,18,24)
ROBOCOP II
100 DATA 44,0,0,162,140,155,131,156 (X = 0,6,12,18,24,30,36,42,48)
RUN THE GAUNTLET
100 DATA 32,157,152,162,0,144,237,144 (X = 0,6)
RUN THE GAUNTLET: WATER SECTION
100 DATA 44,0,0,162,60,105,208,105 (X = 0,6
RUN THE GAUNTLET: HILL SECTION
100 DATA 44,0,0,162,178,140,70,141 (X = 0,6)
RUN THE GAUNTLET: LAND SECTION
100 DATA 44,0,0,162,213,93,105,94 (X = 0,6)
SUBTERRANEA
100 DATA 44,0,0,169,21,232,1,228 (X = 1 TO 2)
TOTAL RECALL
100 DATA 44,0,0,162,160,224,126,225 (X = 0,6,12,18,24,30,36,42,48)
TYPHOON
100 DATA 44,0,0,162,0,224,113,224 (X = 0 TO 4)
THE UNTOUCHABLES
100 DATA 44,0,0,162,11,44,159,44 (X = 0,6,12,18,24,30,36,42,48)
VINDICATOR LEVEL 1
100 DATA 44,0,0,162,210,41,69,42 (X = 0 TO 3)
VINDICATOR LEVEL 2
100 DATA 32,18,190,162,167,174,150,175 (X = 0 TO 4)
VINDICATOR LEVEL 3
100 DATA 32,116,188,162,77,173,225,173 (X = 0 TO 4)
WEC LE MANS TITLE
100 DATA 44,0,0,162,52,225,3,226 (X = 0)
WEC LE MANS END
100 DATA 44,0,0,162,145,129,93,130 (X = 0)

SPY VS SPY

(Megatape 22)

Definitely a game for sly, shady characters (perhaps that's why arty-farty Markie's so good at it!) the classic MAD duel appears on this month's Megatape. Here's all the dirty tricks any sneaky spy should know.

1. THE START. In what has to be a pretty savage game your first act should be to slaughter your opponent — vicious, eh? Well, against the computer this is definitely the only way to win.

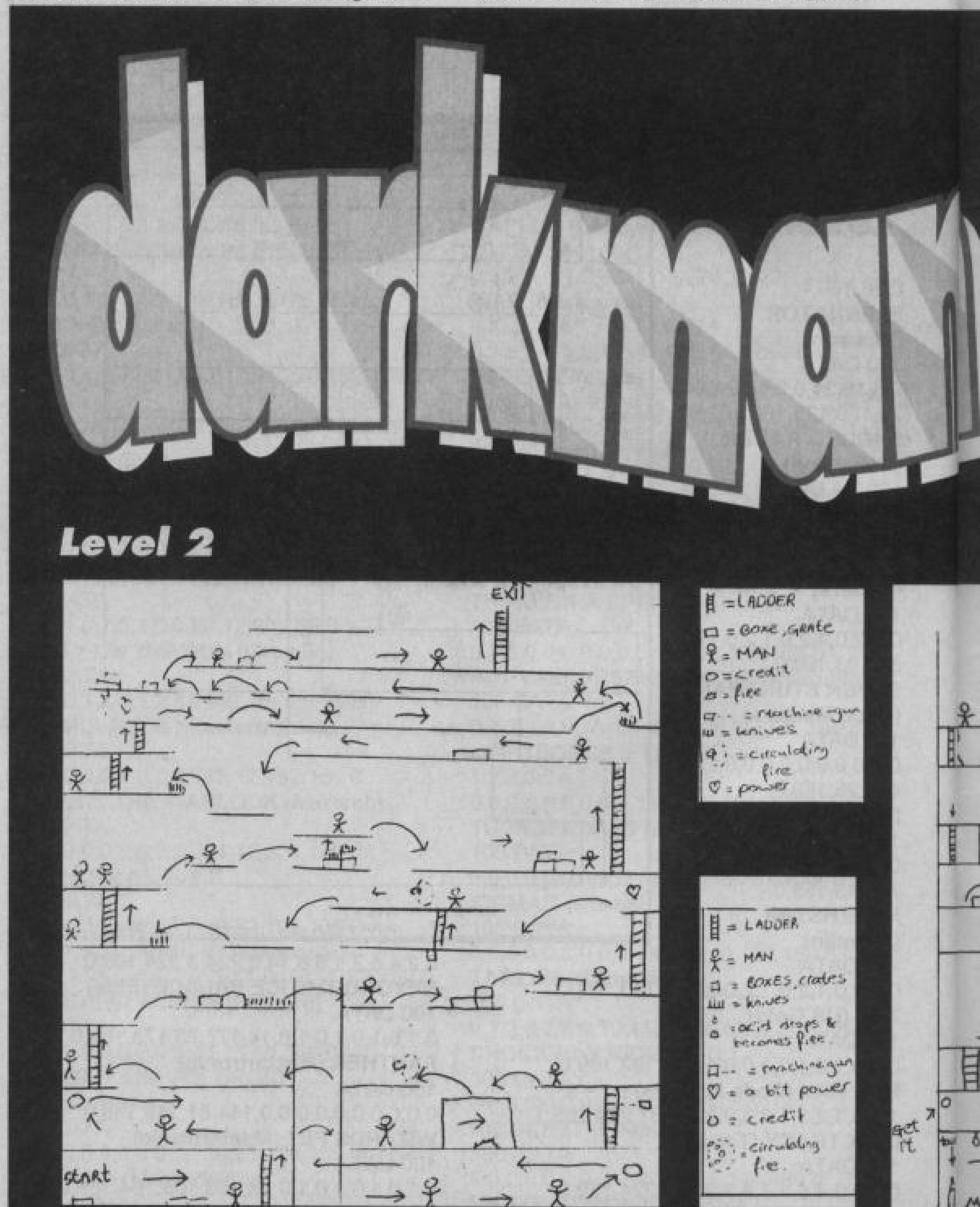
Once he has been killed, rig up traps on the exit doors from the starting room. Collect any items, then rig up the doors. When your opponent reappears and tries to get out, a trap will get him. Then do it again.

If you can, do it on the first door then on all the others that you pass through. This way a complete line of doors from the starting room will be inaccessible to your opponent unless he fancies dying several times! During this you must try not to run into your own traps or else it'll be you going back to the beginning!

The initial cold-blooded murder is easier than you think. On a low IQ computer opponent, bash him with the club. Otherwise try to catch him with a trap as soon as you can.

2. THE TIME BOMB. A great way to beat the computer on any level. You may have found that sometimes the computer's spy will try to get through a door that you are blocking from the other side. As long as you do not move, it will struggle without success to get through.

This is the ideal time to use the time bomb. Get the time bomb ticking away. Count to 10 or 15 then run for another



door. Try to get the computer's spy to chase you. (By the way, this doesn't work in rooms where the only exit is the one you're blocking, unless you manage to dodge the computer's spy and get through it again.)

Block this door in the same way that you blocked the others. If all has gone well the computer's spy will be struggling to get through the door you are blocking. And he will be in the 'time-bombed' room. It shouldn't be too long before he turns into an angel and flutters away. It helps to know how long the fuse on a time bomb lasts. Play 'suicides' by using it on yourself, and get to know the time needed to escape.

The time-bomb can be used after your opponent has been killed in the start room. Again knowledge of the fuse helps a great deal. Timed right the bomb will blow up just as your opponent reappears!

3. THE BARRICADE. Another sure-fire way to win is really sneaky, but in this game you need to play really dirty to win. Find a room where there's an item to be collected. Now booby-trap every door with buckets of water and/or guns and strings.

Try to use traps for which the remedies are not around. For example, if using the gun on a string make sure that the scissor cabinet isn't easily discovered — not in the adjacent rooms.

To be exceptionally sneaky concentrate on one particular door trap — best is the water bucket as it is easily set up. Whenever you come to an umbrella stand where the only remedy for the water bucket is to be found, booby-trap it. This way a wily computer spy gets blown up whilst trying to find the remedy! All other remedy cabinets can be booby-trapped too.

The whole thing works when the computer's spy comes looking for the item that you have in the booby-trapped room. The moment he tries to enter — dead! You can then go into the room where he was and collect the items he left behind. Transfer them into your room — and if you still don't have a complete collection, booby-trap the doors again, ready for when the other spy comes looking again!

4. THE STING. In a game where foul play wins the day — good catchphrase, that! — it should only be natural that the surest way to win is the most sneaky, dirty trick yet.

You must have found the room with the airport door in it for this to work. To win just booby-trap yourself in. Use the tips as given earlier and you should win every time. The computer spy will come into this room only when he has all the items in the briefcase. When he gets there your door traps will nail him and you just go into the room where he ceased to be, collect the items he has left and depart through the airport door.

5. THE SUICIDE. Can be useful, honestly! When you can see that the computer spy has found the correct remedy to open the door to the room which you are locked in you should drop the time bomb so that it goes off when

(Ocean)

Hey! He's dark, man! yes? Well perhaps not then, but here's a veritable plethora of Darkman goodies for you sent in by Martyn Von Dykes from Buitenes in Holland to help you get poor old Peyton Westlake to the end of his trying ordeals! Pity he looks like an overcooked pizza isn't it 'cause Fatty Phil has started dribbling with hunger at the sight of him. Poor boy! He's only just finished polishing off 4 large portions of faggots, chips and peas! He must be starving!

Level 1. Not that easy level, you have to jump over dogs and ninja-stars, duck for bullets and ninja-stars and beat up some ninjas and strong build men.
In this order; 2 men (beat them up), dog (jump), ninja-stars (jump and duck), 2 men, dog, 2 men (1 is shooting, so duck), ninja-stars, 1 hinja and 1 man, dog, 2 men (1 shooting), ninja-stars, 2 ninjas.

After you have beaten up the last two ninjas, you have completed level 1!!

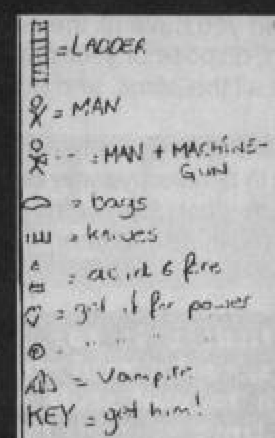
Level 2. See map.

Level 3. Just keepon running to the right, don't stand too still long, keep jumping, but watch very carefully where you jump! Not a very hard level.

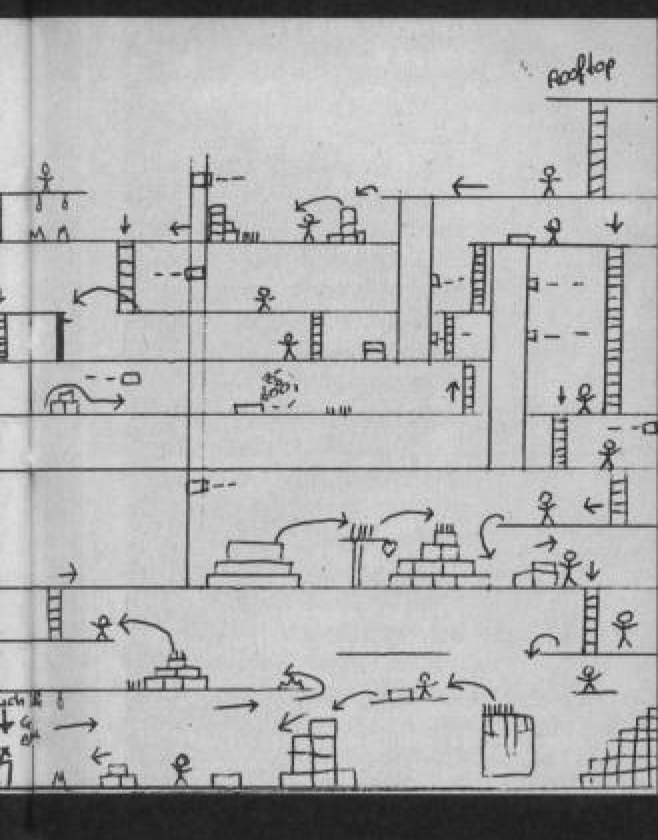
Level 4. Just check out the map!

Level 5. Also not a very hard level, just try to avoid the cars, trucks and explosives by going to the right or to the left.

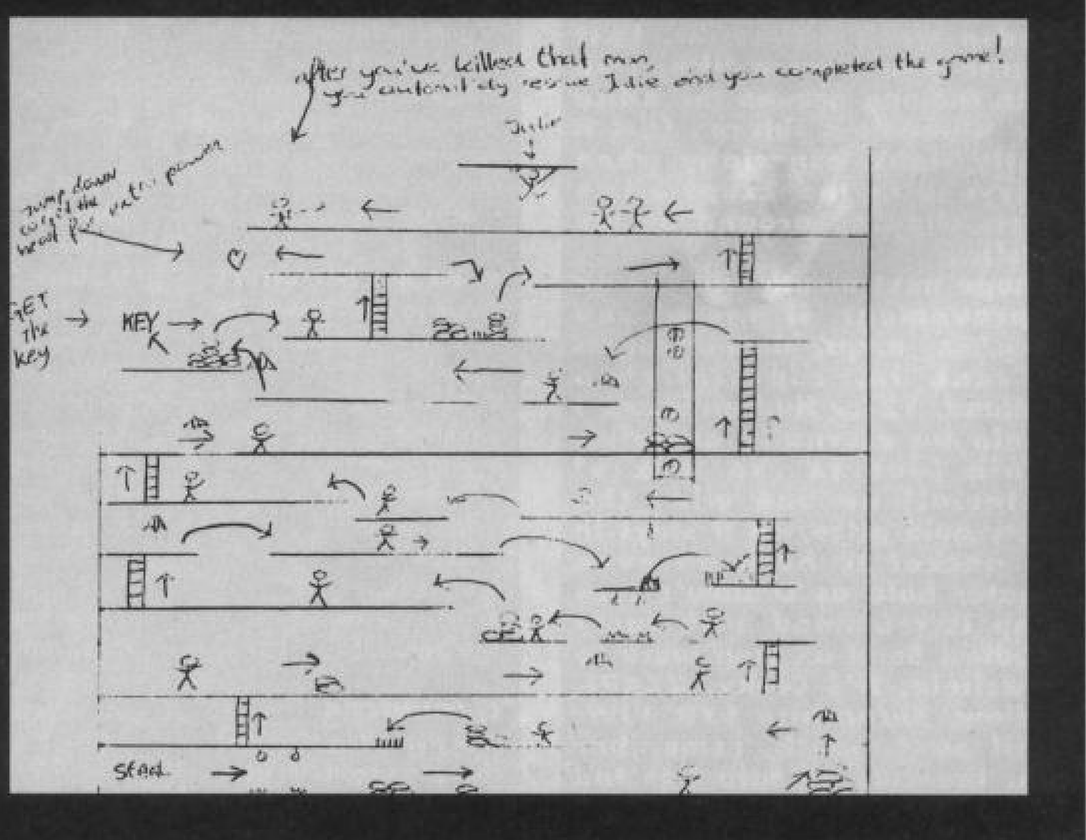
Level 6. Yep! Look at the map!



Level 4



Level 6



he comes in — you'll both go up together but at least he hasn't won.

6. THE SEQUENCE. This is essential when the computer's IQ is 3 or above. At this level it usually finds the remedy to every trap, and in hand-to-hand combat it is very tough. It is possible to confuse even a high IQ computer spy though by using the line of traps as mentioned earlier. This time, though, using first the water bucket then the gun on a string and so on. The computer can naturally remedy most traps but this will confuse it for sure — just using the gun trap takes longer.

7. THE CACHE. This final tip is simply a way of beating a human player, although the computer will fall for it just as often. First you must find a room in which there is only one item of furniture. use this to store your finds.

When you hide an item in it, booby-trap the single piece of furniture. Whenever you find another item just enter the room and press fire — it will automatically go behind the single piece of furniture.

Alternatively select a certain type of furniture to use as a hiding place — say televisions. Always use a trap on it that can be remedied — if using a spring make sure that the wirecutters are available. Not too available though — you don't want your opponent plundering your secret hideaways.

When you have all the items safely hidden, dispose of your opponent and then collect all the items and make a runner for it.

As I've said, the only way to beat *Spy Vs Spy* is to play really really dirty! So don't forget to wash afterwards so it's out with the carbolic and a damn good scrub for later!

So that's it for this month folks, and a real struggle it has been to pull stuff together. At the time of writing it's about three quarters of the way through the school holidays, loadsa work I thought. Last minute panic more like, I've been running around the office like a headless chicken (not a pretty sight, especially when everyone in the Zzap! office starts slipping around on my guts!).

I hope next month will be an improvement, if any of you have any maps, hints or cheats to send in, especially on Rodland, T2 or Hudson Hawk I would be eternally grateful. Again (due to the lack of material) no one wins the thirty quid prize, so it stays in my pocket to burn an even greater hole as Ludlow's tuck shop is crammed with tasty goodies! Send all your work to Newsfield, It's Corky, ZZAP!, Ludlow, Shropshire SY8 1JW. Until next month, remember that there is no fate bar the one we make for ourselves. (?????? - Ed!)

Masterblaster Answers!

If you're still scratching your head from last month's Masterblaster quiz, then I should see the nit nurse! Seriously though, it was a bit tricky — it was even tougher before we persuaded Robin to make it slightly easier! Here are those magic answers.

A) THE NAME GAME

Award yourself 1 point for each of your maximum five titles, except where stated.

Chris Butler — *Space Harrier, Ghosts 'N' Goblins, Turbo Charge, Guardian, Commando, HyperCircuit, Ninja Spirit, Z, Thunderblade, 720°, Power Drift.*

2. Jeff Minter — *Batalyx, Revenge Of The Mutant Camels, Attack Of The Mutant Camels, Revenge 2, Ancipital, Iridis Alpha, Gridrunner, Sheep In Space, Mama Llama, Hovver Bovver, Psychedelia, Laserzone, Matrix, Hell Gate, Metagalactic Llamas Battle At The Edge Of Time.*

3. John Meegan — *Slapfight, Navy SEALs, RoboCop, The Untouchables, Total Recall, Operation Thunderbolt* (2 pts)

4. Sensible Software — *Wizball, International 3D Tennis, Insects In Space, Oh No!, Galax-i-birds, SEUCK, Twister — Mother of Charlotte* (2 pts), Parallax, MicroProse Soccer.

5. Andrew Braybrook/Graftgold — *Rainbow Islands, Head The Ball, Uridium, Alleykat, Morpheus, Ivan 'Iron Man' Stewart's Super Off Road Racer, Paradroid, Gribbly's Day Out, Gribbly's Special Day Out, Heavy Metal Paradroid.*

B) WE ARE DETECTIVES

Award yourself 2 points for each correct answer.

1. *Wizball*
2. *Quake Minus One*
3. *Bombuzal*
4. *Alien Syndrome*
5. *Gribbly's Day Out*
6. *Thundercats*
7. *Strider*
8. *Green Beret*
9. *Turbo Out Run*
10. *Navy SEALs*

C) CONNECT 4

Give yourself a pat on the back and 5 points for each correct answer.

1. They all had extra data/expansion packs released for them.
2. They all spawned highly successful sequels.
3. They were all written by John Twiddy.
4. They were all Gold Medals!
5. They're all based in Manchester.
6. Sequels were planned but they've never appeared.
7. They were all April Fools!
8. Games we never reviewed for some odd reason.
9. They're still going but they're not writing games anymore.
10. The faces of the actors from each film were copyrighted to the film only and couldn't be used in the games.

D) ODD ONE OUT

1. *Puzznic* — 0 points for spotting that all the others are Capcom coin-ops but 5 points for spotting that the others had music done by the Follins.
2. *Stunt Car Racer* — 5 points if you knew that all the others were released first on the BBC.
3. *Hacker* — All the others have 16-bit only sequels — give yourself 10 points for being a clever dick!
4. *Elite* — 0 points for 'spotting' it begins with E! But 5 points go for an 'All the others are multiload!' answer.
5. 5 points for one of the following answers
Galaxy Force — All the others are set on Earth.
Sonic Boom — All the others used 3-D and had hydraulic systems in the coin-ops.

E) THE GOOD, THE BAD AND THE COMPUTER GAME

The Good Guys/The Bad Guys/The Game

3 points for each correct matchup of all 3 names. 0 points for 2 out of 3 name matchups!

Hasrinaxx/Acamantor/*Druid*
Roy Adams and Hardy Jones/Espenosa/*Operation Thunderbolt*
Wiz and Nifta/Zark/*Wizball*
Captain Ivan Danko/Viktor Rostavilli/*Red Heat*
Jaysan and Katra/The Egrons/*Starglider*
Captain of the Jolly Roger/The Manchi/*Space Rogue*
Luxor the Moonprince/Shareth the Heartstealer/*Doomdark's Revenge*
Johnny 'Jimbo Baby' McGibbits/The Mad Leader/*Infiltrator*
Thing/The Evil Toy Goblin/*Thing On A Spring*
JP Stryker/The Dragon/*Beach Head II*

F) THE WORD

2 points for each right answer.

1. Black
2. Shadow
3. Super
4. Ninja
5. Fire

G) JUMBLE SALE

5 points per answer!

1. *Ivan 'Iron Man' Stewart's Super Off Road Racer*
2. *Morpheus*
3. *Operation Wolf*
4. *A View To A Kill*
5. *Spy Hunter*
6. *Shadowfire*
7. *The Great Giana Sisters*
8. *Underwurlde*
9. *Impossible Mission*
10. *Space Harrier*

H) TOP RATINGS

A healthy 5 points for each one right.

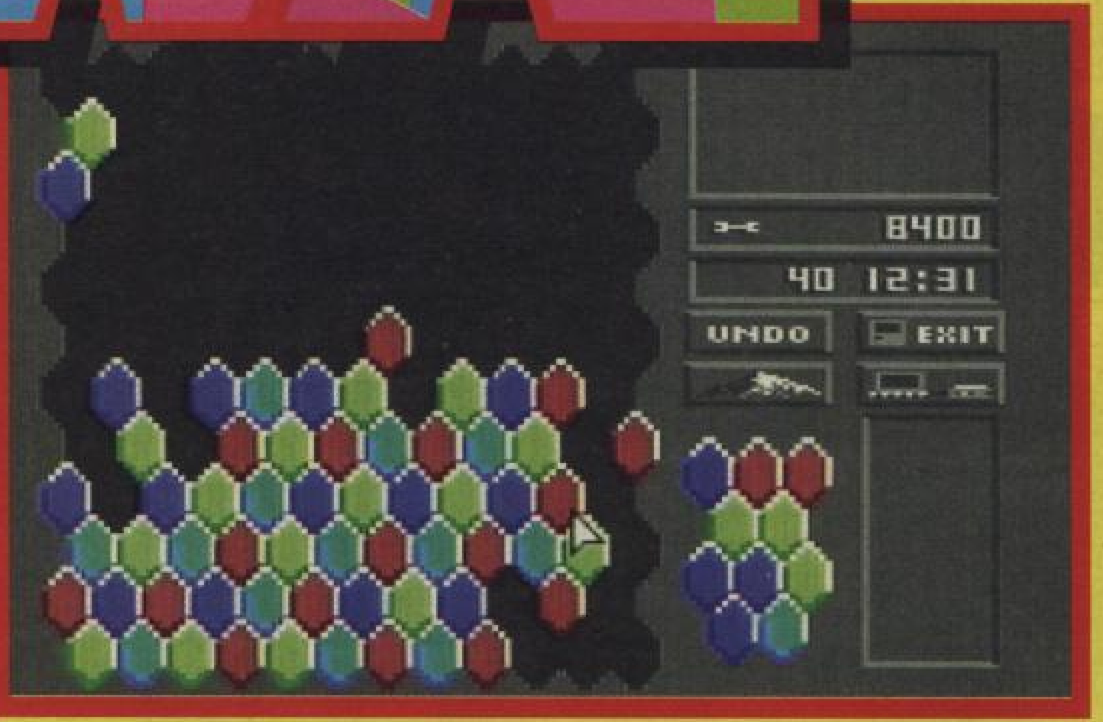
1. *World Games*
2. *Paradroid*
3. *Frankie Goes To Hollywood (98.5%)*
4. *The Sentinel*
5. *Elite (95%)*

SO HOW DID YOU SCORE?

0–10 points — No, this isn't Pig Farmer's Weekly!
11–40 points — Well, you've got a Commodore, Commodore PET that is!
41–99 points — ZZAP! Teaboy.
100–159 points — One or two slip-ups in your knowledge, get some Back Issues from the Zzuperstore now!
160–199 points — Great all-rounder, your mum would be proud of you. (If you could ever pull yourself away from the mag to tell her!)
200–241 points — Born to Shmup!
242 points exactly — An incredible achievement!!! Top Marks!!!! Ever thought about working for ZZAP!????
243 points or more — Type in this little program and RUN it:

```
10 PRINT "YOU CHEAT!"
20 GOTO 10
```

SWAP



● Hexagons are probably the easiest shape, but thicko Parkie's still managed to separate two tiles at the top left.

Palace, £10.99 cassette, £15.99 disk

Phil King swaps his football for coloured tiles and goes flipping mad!

This must be one of the simplest games to learn how to play, and yet it's fiendishly puzzling. On each single-screen level you're presented with a mosaic of multicoloured tiles. Moving the on-screen pointer between two adjoining tiles and pressing fire causes them to swap places. If two or more like-coloured pieces end up next to each other, they are both

SPECIAL FEATURES

Undo
This takes back up to five moves and comes in useful for rectifying mistakes

Avalanche
The avalanche causes tiles to fall down if there's a blank space below them. It's often available on early levels, where it can be used to great effect. First make a few swaps at the base of the play area to create some holes, then select the avalanche to destroy the majority of the tiles. This works particularly well with a low number of colours, and saves a lot of swapping with small squares. In fact, with two-colour small squares you can use this technique to clear the whole screen in a mere three moves!

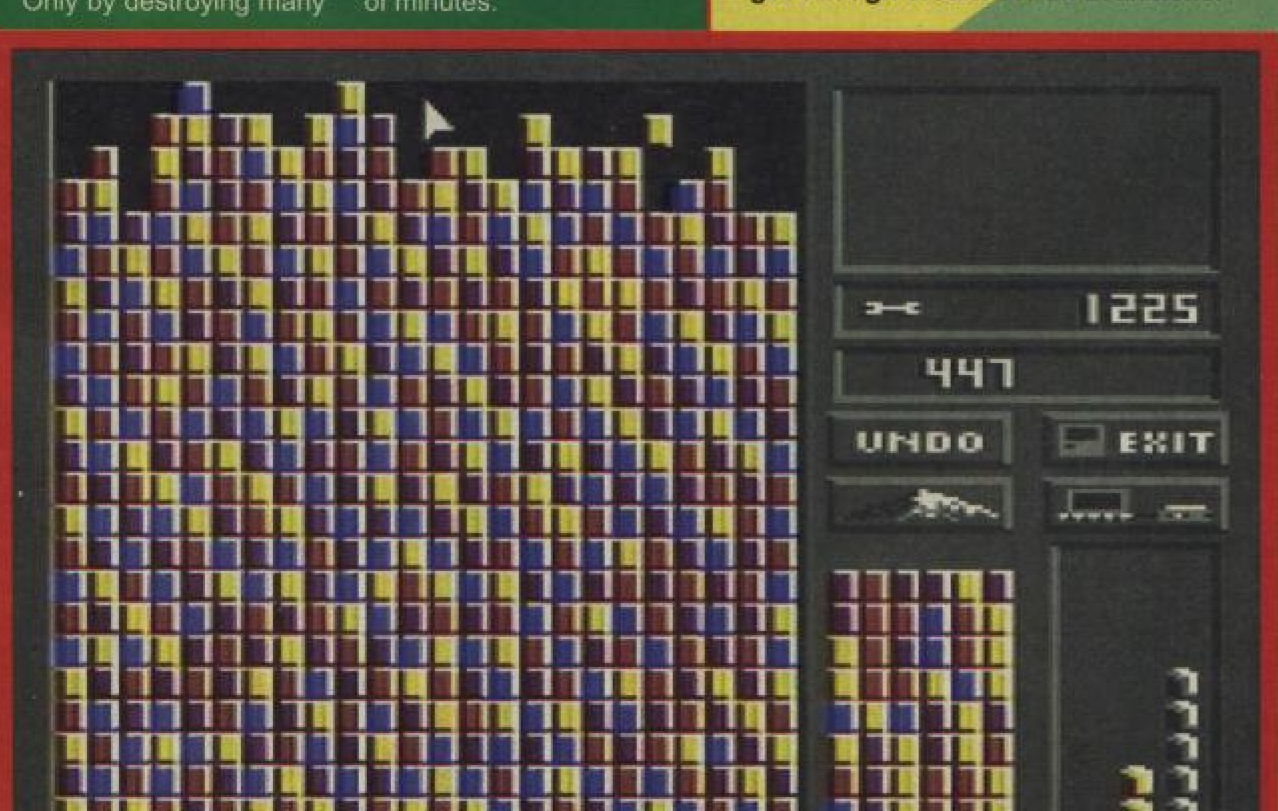
Supplementary Tiles
These come in handy to eliminate any odd tiles left at the end of a level. Just move the cursor over the tile you want and it's lifted up for you to position anywhere on the play area.

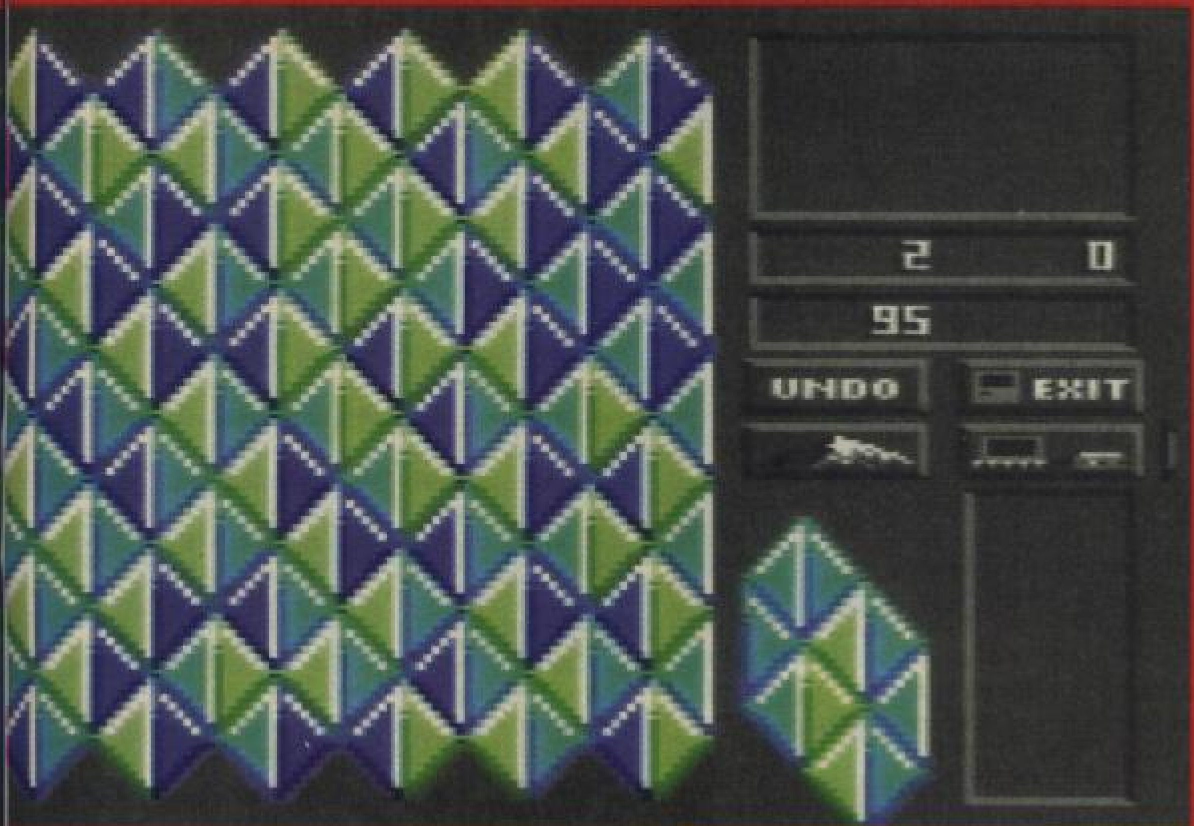
Credits
On later levels, things are made much more difficult by the addition of a credits system. Every swap costs you two credits. One credit is earned for each tile destroyed. So if you destroy two tiles with one swap, you only break even — if you have no credits and your swap doesn't destroy any tiles, it will automatically be undone.

Only by destroying many tiles with single swaps can you tot up enough credits for special features. Each supplementary tile costs 10 credits, while an avalanche costs 100.

Timer
The level ends when this reaches zero. Time limits range from a generous half-hour to just a couple of minutes.

● All those tiny squares are going to take some swapping, and you haven't got enough credits for an avalanche.





● Triangles are dead difficult – even brainy Phil has trouble with these. Robin Hogg has trouble with everything!

This game went from news announcement to preview to review in a matter of weeks, with programmer Charles Goodwin making very quick progress. Yet this version is, nevertheless, better than the Amiga original with sharply defined, candy-attractive main graphics and some easy-to-understand icons. Playing the game is initially a little tough, if you just jump in and whizz around as if there's a time limit (when there usually isn't) you invariably end up with lots of leftover tiles. If you take your time then you gradually get used to the patterns and how to manipulate the tiles to best effect. The attractive graphics make progress satisfying, it's a very slick game to play, but it's also very much a puzzle game. Instinct and guesswork isn't that useful, you need to think about it and that — unsurprisingly — put me off a bit. However, fans of Rubik's Cube will love this: all the practice options and 999 levels make for a great challenge.



THE SHAPES

Big Squares
Their sheer size means there's less of them to worry about and it's easier to avoid mistakes by not noticing an awkward tile.

Small Squares
Slightly more difficult due to their sheer number. On early levels, laborious swapping can be avoided by using the avalanche.

Triangles
The most difficult shape, as you only have three choices of swap for a given tile. Tile-destroying swaps often leave awkward, jagged edges.

Hexagons
Plenty of flexibility with six choices of swap per tile. Probably the easiest shape.

MULTICOLOURED SWAPSHOP

Noel Edmonds' Multicoloured Swapshop was probably the first Saturday morning TV show to mix all the other chronic shows into one great, interlinked mess. Do you remember Noel's condescending, patronising grin and awful 'multicoloured ho-ho' jumpers? The idea was that loads of kid could phone in and swap their brand-new £50 Action Man Playset for a burnt-out and completely useless remote control car (one of those you controlled via a discreet 12in wire). Many happy afternoons were spent with irate parents clipping their kids round the ear and rushing off to recover treasured Chrimbo presents. Ah, those were the days...

destroyed. The aim, of course, is to clear the entire screen. However, even if you can't manage to achieve this, you can still progress onto the next level by destroying a set number of tiles.

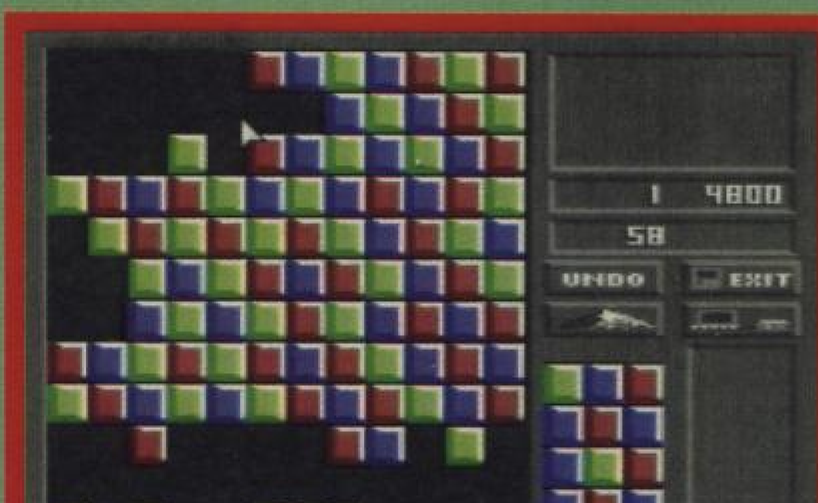
Do very well and you could skip several levels, depending on the game's assessment of your playing ability. This is affected by how many swaps you made and also whether you used any of the special features available (see box).

Before each new level, a set of icons reveals what shape (see box) and of how many different colours (from two to six) the tiles will be, plus what special features will be active. With the Practice option you can alter these to create your own custom level.

As with most puzzle games, I thoroughly enjoyed playing *Swap*. Its design is ingenious; so simple and yet so fascinating. It's all too easy to accidentally separate individual tiles from the others, and so not be able to destroy them. A lot of forward planning is required, and clearing a screen without using any special features is a difficult task even on the early levels — the Undo function came in really handy for correcting my many mistakes. The challenge of progressing through the levels is kept interesting by the constant changing of shapes and features. Compulsive stuff for puzzle fans.



● It's best to destroy the tiles on the edge rather than make big holes in the middle. But it's hard not to leave things sticking out!



Credits

Design: Microids
Program: Charles Goodwin

PRESENTATION 81%
Save/load function, savable high score table. Practice option allows you to set up a custom level via friendly option icons. Levels are worked out mathematically so there's no multiload.

GRAPHICS 65%
Not exactly complicated, but they work well enough with solid-looking tiles and nice flip animation.

SOUND 56%
Repetitive tune, minimal FX.

HOOKABILITY 79%
Easy to learn and fairly compulsive.

LASTABILITY 76%
999 levels provide a good challenge.

OVERALL 78%
Worth swapping your cash for.



● The higher the percentage completed, the less room to move and the tighter things become, especially with a big mouse creature roaming around throwing bullets out.
● Out on a limb and if you don't get the line connected up to the edge then you're mincemeat, or should that be mousemeat? (Below)



Empire, £10.99 cassette, £15.99 disk

What exactly 'Volfied' means I've no idea — and there's no scenario whatsoever — but it's one of those ever-so-simple games that somehow keeps you glued to the screen.

Each of the 16 levels consists of a single screen filled with little aliens and one big 'mother' baddie. These can't hurt your tiny Scanner ship as it safely zips around the green shield line which forms the play area perimeter.

Great, you can just sit there and blast them to smithereens. One problem: you haven't got any weapons! No, the only way to destroy aliens is to cut them off from the big baddie. This is achieved by moving off the shield line and using your laser cutter to draw a line to lop off a section of the play area, destroying any small aliens inside it and collecting any enclosed power-ups.

You must be very careful though. Colliding with any alien results in instant loss of life. Also, if an alien hits your cutting line, it sends a fast-moving pulse along it — you must return to the safety of the shield line before the pulse reaches you!

Another problem with staying on the shield line is that its energy eventually runs out, leaving you unprotected. However, unless you're very slow, this 'time limit' usually doesn't come into play.

Levels are completed by cutting off a set percentage of the play area. On early levels this is a relatively easy 80%, but later levels require 90% or even 95% — requiring you to get very close to the big alien with little room to manoeuvre. This is especially difficult if there are still any small aliens left, so it's a good idea to get rid of these before going for the final kill. Even on the easier levels you may want to make a risky final cut to get a high percentage to earn bonus points — up to 500,000 for 99.9%! A 1,000,000-point bonus can be earned by completing a level with just one cut — a suitably difficult task.

Volfied may be based an on ancient concept, but it still plays well enough. Good strategy is needed to isolate the little aliens, so you've only got the big one when you get down to a very small area. Otherwise, you'll have to make very risky excursions from the outside, cutting off as little as 0.1% at a time!

The special icons certainly come in useful,

● The fat red Phil lookalike is easy enough to bump off when it stops moving but watch out for his minions! Note the background for the next level appears as you get rid of more of the current level.



THE MOTHERS

Round 1: A long 'snake' that curls around when it reaches the perimeter. Fast-moving but doesn't shoot.
Round 2: Diamond shape, moving around randomly, stopping to shoot four deadly spikes.
Round 3: Fly jumps around, shooting lethal balls.
Round 4: A big hand which shoots lots of balls.
Round 5:: Big ladybird, shooting the odd ball but never stopping.
Round 6:: Insect-like thingie which shoots four balls.
Round 7: Another fly, shooting lots of balls.
Round 8: Spinning spiral, stopping to shoot eight balls.
Round 9: No big alien here, just lots of rotating rods. One of these occasionally spits out balls — this is the one you must isolate.
Round 10: Crab, shooting 6 balls.
Round 11: Slow-moving snail.
Round 12: A face that fires slowly but moves fast.
Round 13: Butterfly-like mutant. In this and the next round you must eliminate 90% of the play area.
Round 14: Another snake, but a bit trickier.
Round 15: Another spinner which stops to fire. However, on this and the next level you must chop off 95% of the area!

Father Christmas with a stone beard — well that's what it looks like! Very difficult with many fast-moving eyes to dodge.

POWER-UPS

All of these last only a short time.
Laser: Can be used to shoot small enemies.
Speed: Increases your speed, making it easy to zip across the screen, cutting off large chunks.
Crash: Makes your ship flash, allowing it to safely smash into, and destroy, small aliens.
Timer: Freezes the enemies — very useful for cutting closely around the big alien for a big bonus.
Power: Your shield energy stops decreasing.



● Early days with 11.4% done on Level 1. If you can cut off that snake while it's hanging around at the bottom then Level 2 here we come.

As C64 conversions go, this is first class with top-notch graphics and all the levels crammed into a single load. The various power-ups add some variety to the gameplay, as do the imaginative monsters which include a nice swirling mechanoid snake, a beetle and missile-firing robot. Completing levels gives a satisfying score-totting-up sequence and it's good fun trying to carve massive sections out of the game area. However, 16 levels aren't that many and, by simply nibbling away at the borders, you can complete the game relatively easily. *Volfied* is a great conversion of a unique game-style and is good fun for a while, but it's still fairly simple and rather overpriced considering the limited lastability.



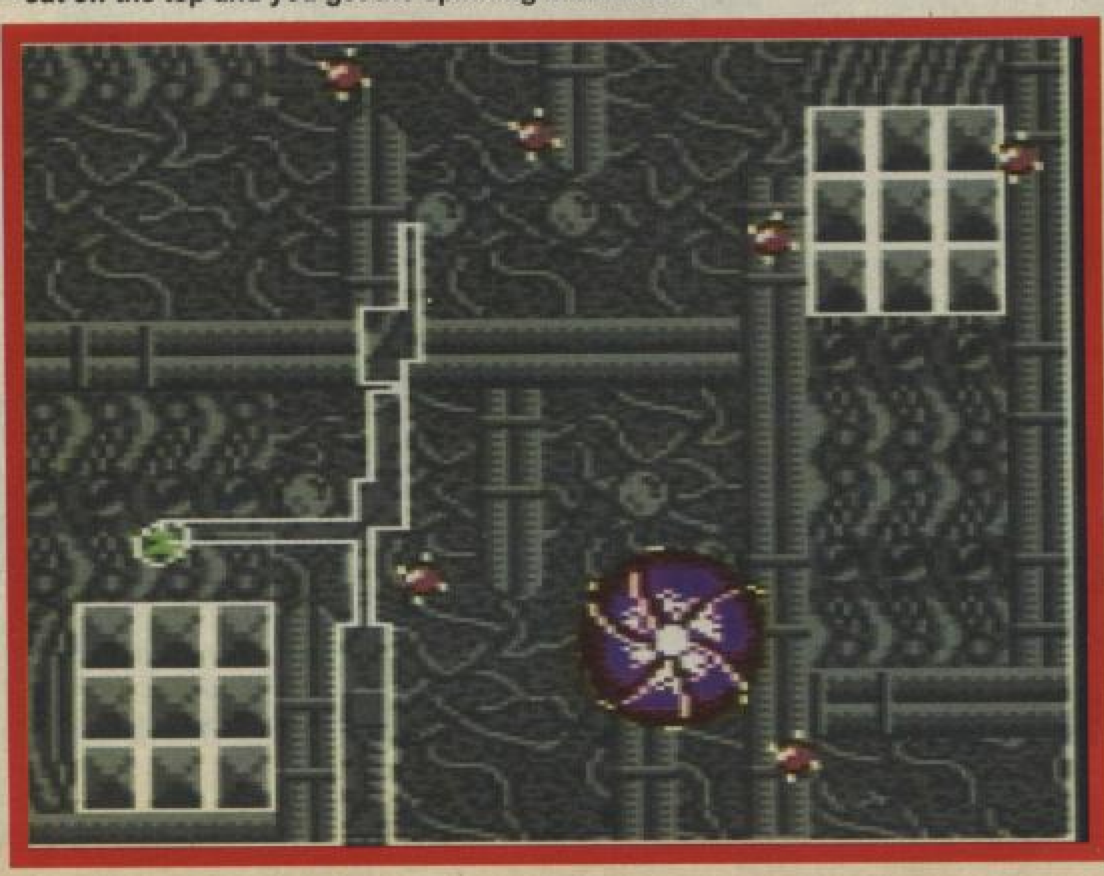
VOLFIED

A strange name, but not so strange a game — at least to fans of the old *Qix* coin-op, of which this is Taito's upgraded Nineties version. Phil King pulls out his laser cutter and draws a thin line between success and failure.

although the 'Crash' one (used to smash into small aliens) is a bit risky to use as you never know when it's about to run out! The difficulty level is set just about right with some fairly easy introductory levels (apart from the tricky first level) gradually increasing in difficulty to some real toughies later on. Nevertheless, with practice I don't think it should take too long to complete — 16 single-screen levels isn't a lot. Compulsive fun while it lasts, though.



● Halfway there and cutting over to the left to collect 9 bonus objects – cut off the top and you get the spinning minion too.



Credits

Digital Light & Magic
Program: Ian 'Hake' Denny
Graphics: Martin 'God' Godber
Sound: Mark 'MW20' Wilson
Additional Help: Grant Allison

PRESENTATION 76%
Nice intro load, then game proper is a single load including a mini start-up sequence, plus good high score table.

GRAPHICS 78%
Good backdrops and some varied creatures all moving around quite swiftly.

SOUND 70%
Good intro tune with incomprehensible sampled speech. Adequate in-game jingles and FX.

HOOKABILITY 78%
Relatively simple gameplay is instantly addictive, even though the first level is one of the toughest in the game.

LASTABILITY 69%
15 levels aren't that much and by nibblin' the game can be finished fairly simple.

OVERALL 77%
A first-class conversion of an enjoyable coin-op.



● A user-friendly icon system makes Rings relatively easy to get into, even for absolute beginners like Mike, our dodgy photographer turned Mac pic grabber/Mac destroyer.

RINGS OF MEDUS

Starbyte, £TBA disk

Boris runs rings around the opposition in Starbyte's fantasy-based strategy game.

Deposed from his throne, Cirion seeks revenge on Medusa, the demon queen. She has killed his friends and forced him into exile. Cirion must rebuild his kingdom to its former glory — tough, as he has about as much power as Neil Kinnock. On top of that, he must find five magic rings to summon Medusa for a final showdown.

Rings Of Medusa is primarily a strategy game with trading elements. Initially you must develop trade routes to fill your coffers with gold which can then be spent on troops to begin conquest, or alternatively on scouts to find mines for more money. Trading involves the purchase and selling of different goods from town to town, using either ships or wagons as transportation. Unfortunately, without protection, any trading mission can turn to failure if the wagon train is attacked by an enemy army.

Since many cities are controlled by Medusa it is important for you to amass a large store of wealth in order to create a working plan of conquest, as armies can be expensive to equip, train and maintain. At the same time you must be continuously searching for the five rings, whose coordinates can be found in various cities and ports.

Most of the game is spent either on the strategic map or the town menu. Upon the strategic map you can explore the many screens of the world of Medusa. As time quickly passes you can move from town to town, attack castles or towns, search for mines or treasure, or use ships to sail to ports or islands.

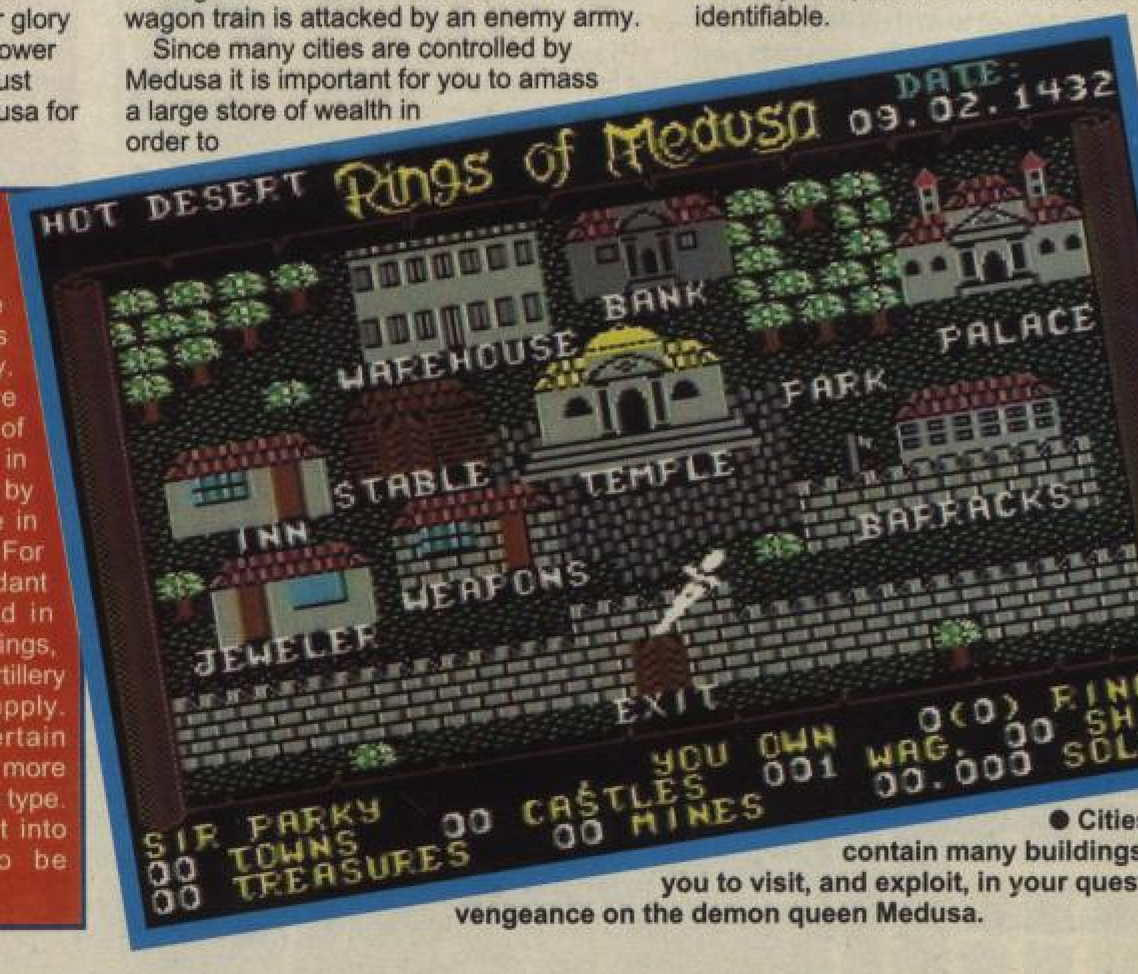
In town you can enter a variety of shops and other buildings. Markets allow the purchase of goods for trade, banks offer loans and interest rates, temples occasionally give clues, and so on. Of special importance within cities is the park area, which allows the recruitment of troops for upcoming conquest of towns and castles.

Combat is very straightforward. You simply command certain troops to advance to battle at the right times and, possibly withdrawing when too many casualties have been taken. The game includes a Negotiate option which supposedly allows combat to be avoided through bribery or threats. However, it never really worked during the review time I gave the game.

Rings has a pleasant appearance with the attractive topographical map allowing easy recognition of the various towns, hills and other landmarks. The town menu is similarly sharp, with various shops easily identifiable.

I NEVER FORGET A RACE

● One good point towards the game is the variety of unit types and races that make up an army. The different factors to consider give a sense of depth to the process of recruitment which isn't often found in strategy games. This is heightened by the fact that different races come in varying abundance in the towns. For example, humans are very abundant but not particularly specialised in anything. On the other hand, halflings, gnomes and zwarks make good artillery and wizards, but are in short supply. Thus it is necessary, under certain conditions to use an inferior, but more numerous, race for a particular unit type. The amount of thought that went into this area of the game is to be commended.



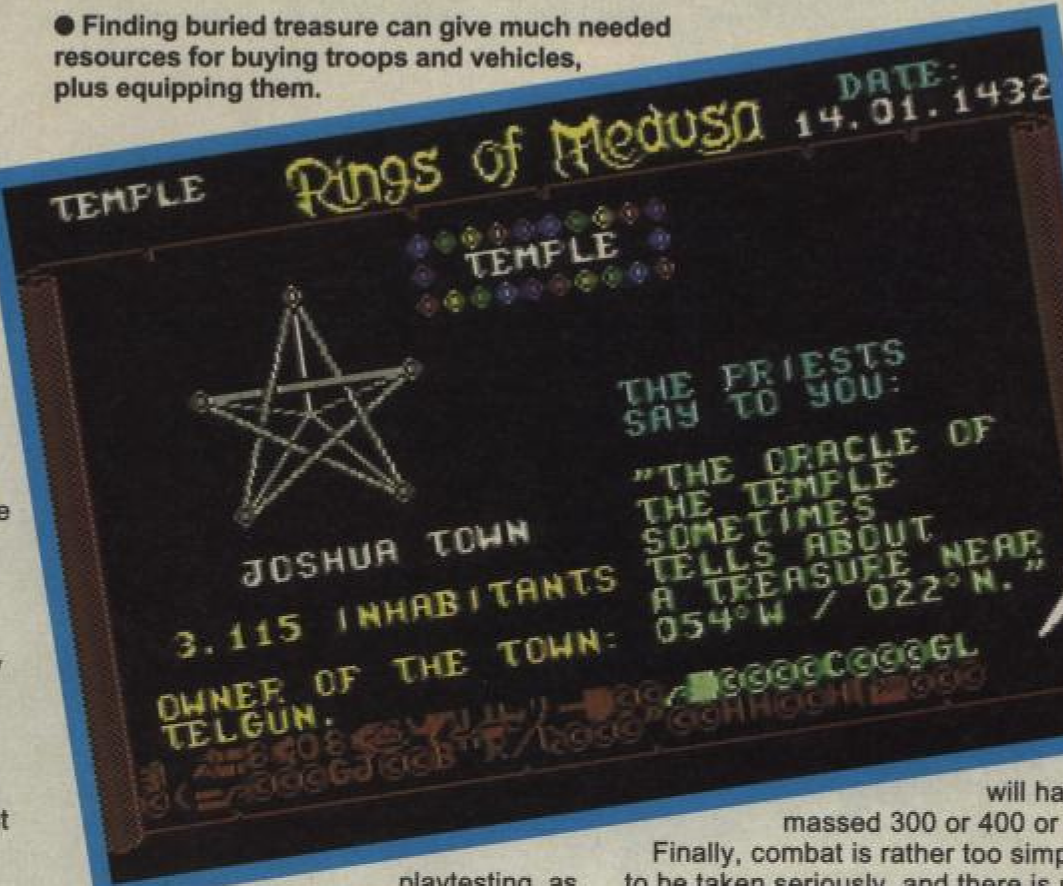
● Cities contain many buildings for you to visit, and exploit, in your quest for vengeance on the demon queen Medusa.

The interface has been improved from the original 16-bit version, which is good to see. As has the passage of time which used to be too fast: it used to be that several days could pass before you had reached for the keyboard. Since armies must be paid every month, this was rather annoying. The C64 version, however, is far more accomplished in that time is based on actual distance travelled, rather than real-time.

The use of mines as a potential source of income is another good idea. This feature allows you, even if you have amassed a considerable amount of income, to further increase your profit, while saving yourself the tedious task of trade.

Trading is difficult because you can be attacked virtually at any time without warning, losing all of your goods. The manual states that this can be avoided by purchasing scouts to point out enemy units at a distance, but this is impractical. You initially lack the cash to purchase scouts to explore an area wide enough to provide adequate warning. Even if a scout spots an enemy force you can not necessarily avoid it.

● Finding buried treasure can give much needed resources for buying troops and vehicles, plus equipping them.



Probably the game's greatest weakness is its lack of realism. It appears to have received little playtesting, as glaring oversights in credibility are strikingly apparent. For example, every type of cargo takes up the same amount of space in wagons and ships. Thus a single piece of parchment occupies as much space as a huge mining machine!

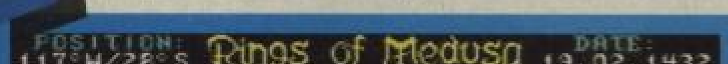
Also you will quickly note that you are the only force active in the entire economy. As the years pass, goods will continue to be produced and soldiers continually multiplied. In a few dozen years, the amount of soldiers in the Park awaiting recruitment can double or triple the population of the entire town. At the same time, towns which previously boasted 50 or 60 horses will have amassed 300 or 400 or more.

Finally, combat is rather too simplistic to be taken seriously, and there is no time limit built into the game so you can continue to play for hundreds of years without penalty.

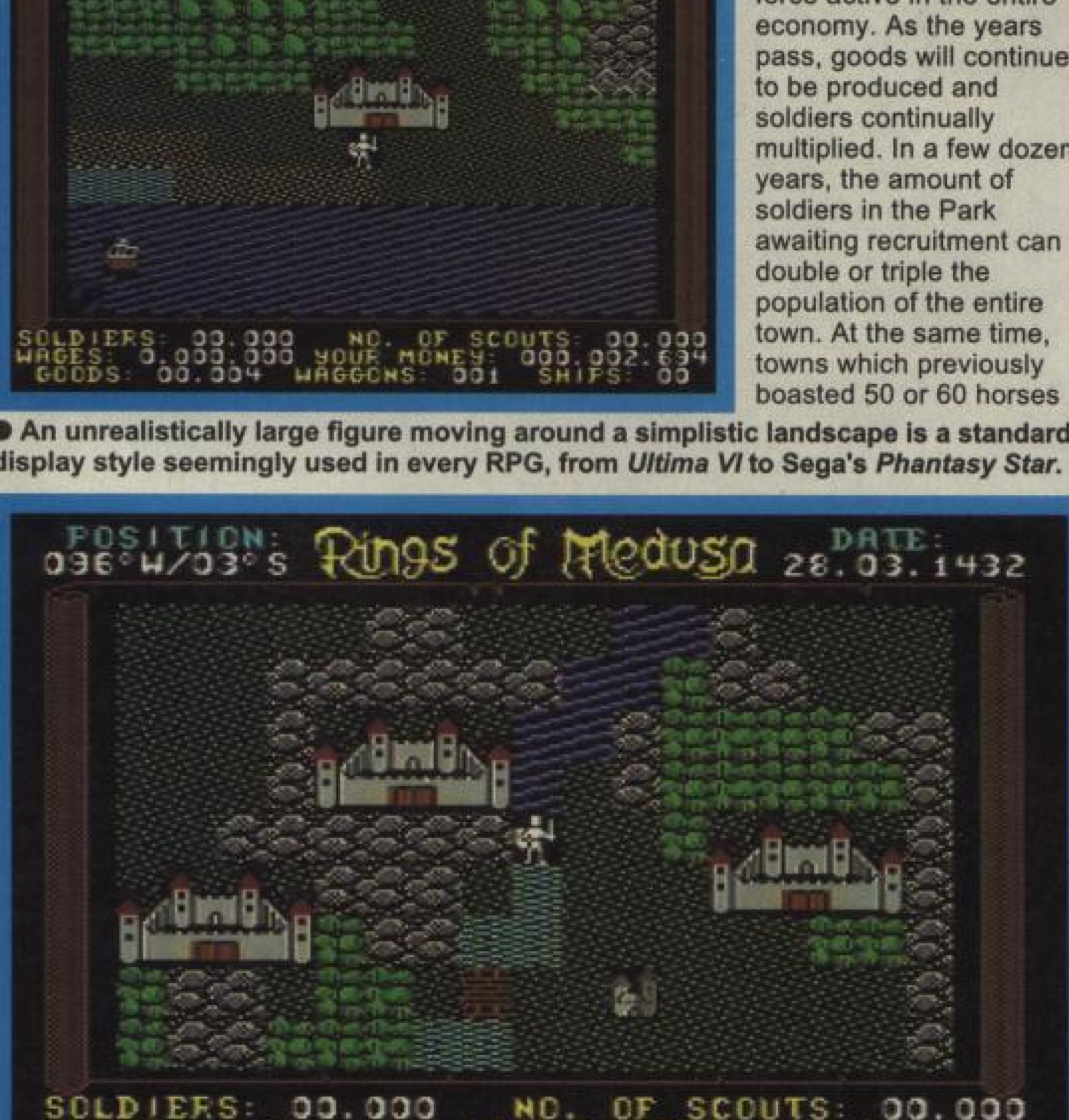
While *Rings* has a promising subject matter — you don't get too many fantasy-based strategy games — and decent graphics, the general design of the game is rather beset with problems of realism and one or two design faults. If your taste in strategy games can cope with this lack of realism and can overlook the design glitches then you will find some enjoyment if you manage to persevere with the game. However, on the whole, *Rings* would benefit from a redesign, or an upgraded version at the very least.



● At least two sequels are underway to Rings, offering a massive long-term challenge.



● An unrealistically large figure moving around a simplistic landscape is a standard display style seemingly used in every RPG, from *Ultima VI* to Sega's *Phantasy Star*.



PRESENTATION 80%
Good menu system and colourful town, icon section.

GRAPHICS 76%
Strategic view is very *Ultima*-esque. Town views and menus are colourful but functional.

HOOKABILITY 70%
Takes a while to get into the rhythm due to prolonged trading. Poor realism, but once you have a wad of cash things pick up.

LASTABILITY 71%
Lots of variety regarding trading and collating an army although design and realism glitches spoil things somewhat.

OVERALL 72%
Lots to do, good value for money but frustrating and disappointing in several key areas.

SPEEDBAL

Imageworks, £10.99 cassette, £14.99

It's 2100 AD and the world has gone to hell. Civilization has collapsed to the point where the pinnacle of sporting entertainment is a ritualized form of gang warfare, a 'free-for-all ball-throwing brawl'. Disembowelments and decapitations are applauded — in a society gone mad, violence is the only solution. Stuart Wynne investigates the ultimate blood sport!

This ten-men-a-side futuresport, with goals at either end, may suggest real sports like football or ice hockey, but it uses the freedom of computer games to pack in a great many special features — plus incredible violence.

Each match consists of two games — home and away presumably, although unlike *Speedball 1* all the pitches are identical. Games are played over two halves, each lasting ninety seconds, with teams swapping ends at half-time. You always control your team member closest the ball. If you have the ball you can throw it in whichever of the eight directions you're facing, holding down fire to select the height at which it's thrown. If you don't have the ball you might try to catch it: pressing fire makes you leap up in the air for high balls, or by pressing fire and a direction you can make a sliding tackle. To successfully floor your opponent you need good timing and speed, while good stats help.

CASH 'N' STATS

● Each player has eight individual attributes, from aggression to intelligence to attacking power. At the start of each game you can spend any money you've collected off the pitch on raising individual player attributes. If you've got lots of cash you improve the team's attributes as a whole, or in groups; attack, defence, midfield. One important attribute is stamina: this is reduced by hits and if it falls to zero, the player is stretchered off, a substitution is made and the other team gets ten points!

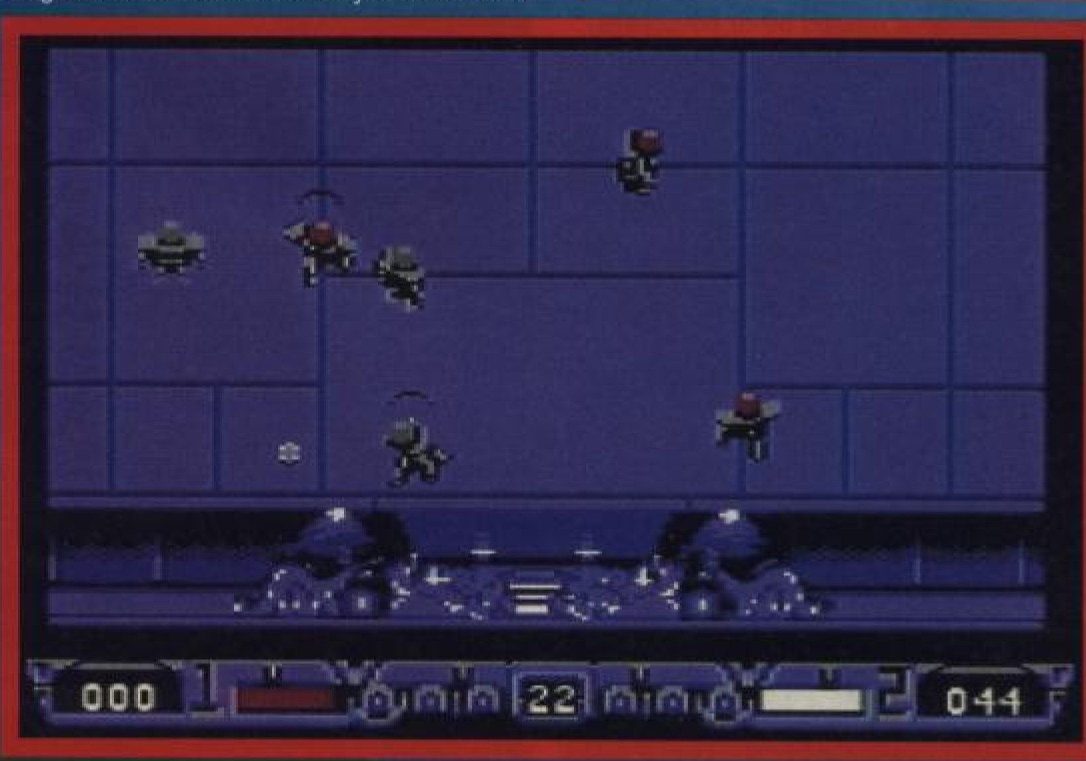
● This is the gym screen is where you spend dosh upgrading your team, each attribute is shown as a part of the body: attack power is enhanced by uprating the shoulder pads.



But unlike the original game it's not simply a case of scoring goals — points can be earned in a wide variety of ways (see box). This makes for a much more sophisticated game than either footie or *Speedball 1*. As you pass the ball around your players there's a wide variety of special features to go for, it's not just a relentless attack on the goal. On the whole this works very well, but there are flaws. The importance of the Score Multiplier means whole matches can be passed in boring, repetitive brawls besides the Multiplier, with each team refusing to go for goal until the Multiplier is either off or turned to their advantage. The Multiplier also increases the effectiveness of the Electroball — on the Amiga it became absolutely lethal, lasting ages and able to tackle lots of players. Here the Electroball isn't so effective to begin with, and its Multiplier improvement isn't so diabolical. The flaw remains, but is a great deal less serious thankfully.

A somewhat less sophisticated dimension to the game are tokens which





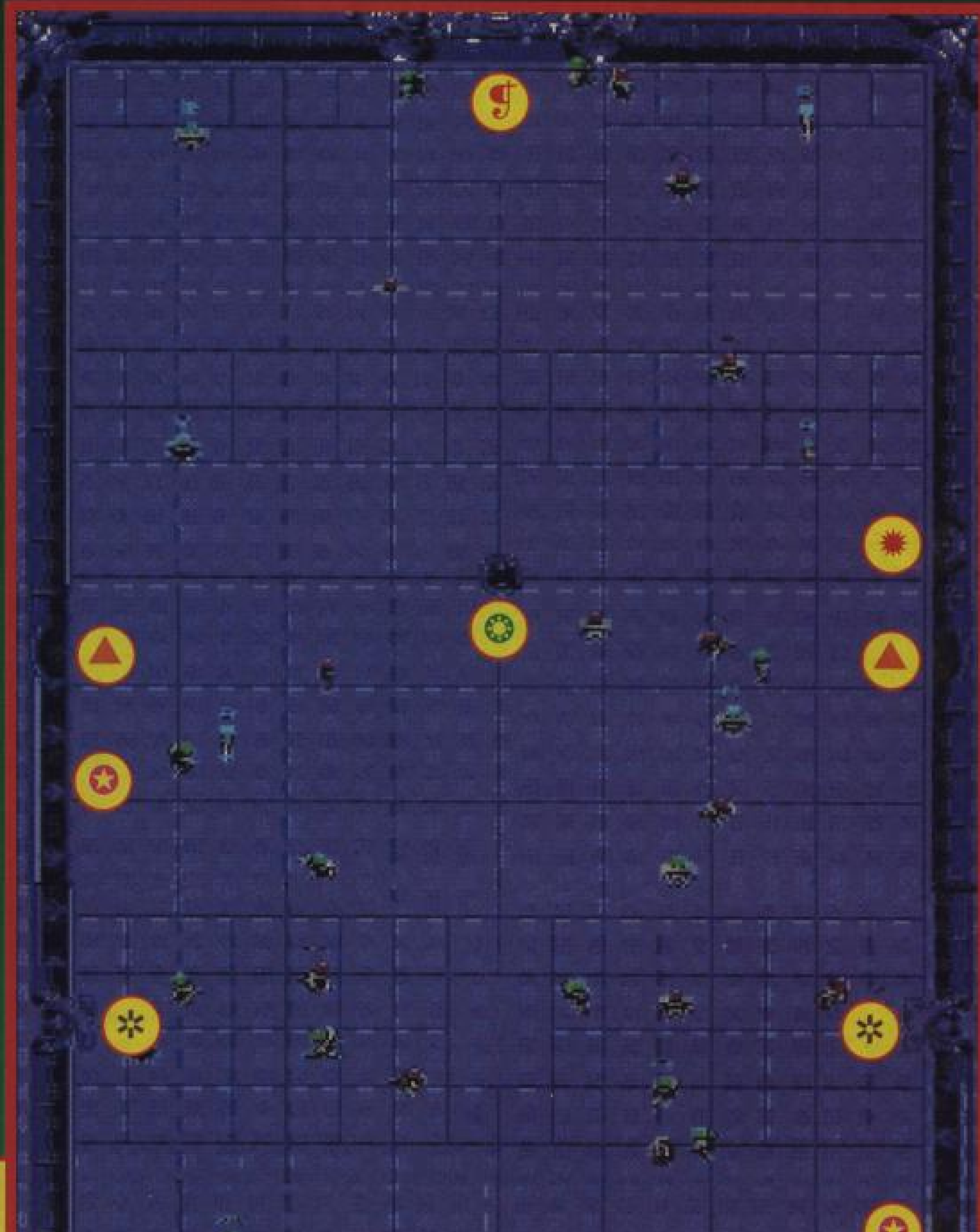
● Frantic goalmouth action with your team – Brutal Deluxe – taking on the grey-helmeted Baroque team.

What a brilliant conversion this is. Not only have all the Amiga's features been included, but incredibly they've been crammed into a single load. Even better, one of the main faults of the Amiga game has been corrected. In that version, the hotball was overpowerful — once you'd got it you were virtually unstoppable, especially if its power was doubled with the Score Multiplier. In the C64 game it can only be used to tackle one opponent before running out, so it ceases to be so important. Thus other pitch features, such as stars and bounce domes, get increased attention, making for more varied matches. Another nice new touch is the different colours for the league teams.



isk

appear randomly on the pitch, each has its own design signifying what effect it'll have. Collect the right one and you can briefly freeze opposing players, reverse your opponent's joystick control, teleport the ball to one of your attacking players etc. These tokens



● **A red Winger is about to fire up the multiplier for 100% points multiplication, note the two lights above the multiplier, one already red and the other black. There's also a red star activated above the multiplier.**



are initially a little confusing, but you soon learn to recognize the one that zaps all the surrounding enemy players, knocking them off their feet!

All these various elements need to be mastered if you're to really succeed with this game, which besides one or two-player matches (best of one, three or five matches) has a Knockout tournament (where you keeping playing until you lose), a 14-week League (consisting of two divisions, each with eight teams) and a four-round knockout Cup. Thankfully the game can be saved after each match, but there's no option for a multi-player league if friends want to join in.

The long-term contests are especially interesting

SPECIAL FEATURES

● A standard **goal** (ꟼ) earns a neat 10 points, but there's lots of other ways of getting points and multiplying their value too. Two points can be earned by hitting one of the two **Bounce Domes** (✪), or **Point Stars** (✪) – five per team, and if you get them all there's a ten point bonus. The most important special feature is undoubtedly the **Score Multiplier** (✲): fire a ball up one of these two steel loops to increase the value of each point you score by 50%. Hit the Multiplier again and scoring is increased 100%, hitting a Star now gets you four points! This can be turned around by the other player hitting the Multiplier, two hits returning it to normal with a further two hits giving him (or her) 100% improved point-scoring.

Other special features include four **Warp Gates** (▲), which teleport the ball between them, and **Electrobounces** (✹). These electrify the ball so it knocks over the next enemy player it hits, perfect for getting past the goalie (or clocking up the Multiplier).



● *S2* has a comprehensive league option with each team offering their own unique mix of characteristics.

get rid of poor players in favour of new ones (if you can afford the transfer fees!). In fact you can turn off participation in matches, letting your team get on with it while you concentrate on management (although you still have to watch the matches in full).

A somewhat more serious flaw lies with the graphics. Their relative lack of detail and smallness makes for an even faster game than the Amiga, the pitch feels massive and there's always lots of players whizzing around. However, the tiny icon which indicates who's got the ball can, in hectic scrums, be a bit too hard to spot

especially interesting because they give the chance to really develop a team. Money collected during the matches can be spent to tailor the team to your playing tactics, plus there's a trade option where you can



● Trading screens allow you to buy in new talent. You can also move your players around to whichever position you think best suits them.

leading to irritating moments of confusion. The speed also makes goalkeeping a bit problematic, if you beat the defence then the goalkeeper is likely to be too confused to provide much challenge.

As one-time Amiga *Speedball 2* addicts, of course, we understand all the plus and minus points of the game much more than we would if it were completely new. From that perspective it's amazing how gameplay has not only been so well recreated, with all the features crammed in, but it's also been improved and speeded up. Although we now see the odd flaw in *2*, this is an astounding conversion, a great game in its own right and one of the best sports sims around. Rapid-fire action and a good management element make this highly recommended.





SPORTING HISTORY

● Speedball's roots lie fairly obviously with the 1975 movie *Rollerball*. This humourless Norman Jewison movie featured armoured players rollerskating around a track, trying to score goals with a heavy steel ball (also used as a weapon). The teams represent various corporations who keep the game running as a way of distracting the masses from their utter powerlessness. This hi-tech bread-and-circuses is designed to crush individuality in a welter of blood, hence the concern when Jonathan E (played by James Caan) begins winning match after match. To destroy any notion that a normal individual can achieve power and success, the corporations change the game's rules to increase the violence and the chances of Jonathan being killed. The film has numerous, highly impressive scenes of violence but the accompanying storyline is too dry and uninvolving. The original short story by William Harrison is much better.

The actual rules of the game aren't that fully explained, but feature motorbikes for players to grab hold of so as to gain speed. *Speedball* lacks the bikes, and the original game was a somewhat repetitive mixture of combat and goalscoring within a tightly confined pitch where finding the right angle for a goal attempt is critical. The sequel opens the game up with a far bigger pitch and lots of extra features. In both the emphasis on violence, the spiked gloves and brutal atmosphere all suggest *Rollerball*. However the *Speedball* scenario takes a much less serious tone, pushing the violence to hilarious extremes in the style of *2000 AD*. Indeed that comic ran its own version of *Rollerball* called 'Mean Arena' in the mid-Eighties, although the endless violence got a bit dull for storytelling purposes.

It's appropriate then that *Speedball's* official history sets its start point in the year 2000 AD, when a teenager stumbles on a heavy steel ball bearing and throws it at a 'frail old man'. A brawl begins with numerous bones broken, but later everyone agrees they had a 'good time'. Over time the sport develops, with the addition of body-armour and some basic rules. Initially governments try to suppress it, but when that fails it's legalized and becomes professional in 2018. In 2099 the pitch is enlarged for *Speedball 2* and the free souvenir programme covers this and other incidents in an amusing *2000 AD/RoboCop* style with ads for a boardgame where 'random dice throws can mean the difference between a league title and a prematurely-ended career' while finger-removing buzz-saws come in handy 'kiddies versions'. *Speedball* may not match the depth of *Rollerball*, but it's certainly one of the best (and funniest) computer game scenarios around.



Credits

A Bitmap Bros Game
Code: Carl Muller
Graphics: Alan Tomkins
Music/FX: Martin Walker

PRESENTATION 84%
Intro load sets scene with reasonable static screens, nice revolving '2' and scrolling text. Pressing fire loads in the game proper which is a single load. Nevertheless there's some nice static screens for when you win or lose matches. Good manual and humorous match programme.

GRAPHICS 76%
Simplistic but fast sprites, and the plain backdrops scroll very smoothly.

SOUND 78%
Good intro tune, but basic in-game spot FX.

HOOKABILITY 91%
Ultra-violence and the basic simplicity of just scoring goals (to begin with), make this instantly addictive.

LASTABILITY 90%
Comprehensive League, Cup and Knockout options with save/load, team enhancement and player trading add up to a great long-term challenge.

OVERALL 90%
A stunning conversion, superior in some ways to the Amiga game, and overall one of the most playable one- or two-player games about.


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• Loads of games for not much cash!

BLITZ!

CHASE HQ

The Hit Squad, £3.99 (Rerelease)

Neaowh! Whoosh! I remember playing this at the arcades and really enjoying it — until the 10ps ran out. The flashing lights, roaring sound and fun gameplay made *Chase* one of the year's bigger games and its arrival on the C64 was much anticipated. However, while US Gold were polishing up *Turbo Out Run*, Ocean inexplicably decided to port their monochromatic Speccy code across with a few splashes of colour on the cars.

The gameplay is exceptionally simplistic: race through traffic to sight the villain's car before time runs out, then with a new clock running down, bash the car until its damage reaches 100% and it pulls over to be arrested. There's three Nitro boosts to be activated, and innocent cars can be destroyed by bashing into them — there is no real penalty for this, other than losing speed.

Unlike C64 *SCI* there are road junctions. However, this is a minor plus point set beside awful graphics, sluggish controls and grating sound. Absolute *Chase* fanatics could get some mileage out of it, but really this is a very poor game. Which is particularly unfortunate since the coin-op's bash-'em-up gameplay remains unique. Zooming up beside cars than knocking seven bells out of them is classic Hollywood cop chase action — simply leaning out the window and blasting away with a pistol doesn't compare for sheer aggressive fun.

In Issue 58 *Chase HQ* traded on its coin-op name, perhaps, to squeeze a 53% mark, although Robin thought it 'is much too easy to beat'. Phil agreed; despite being fairly playable, awful presentation and lack of challenge made it ultimately unsatisfying. Almost two years on the game has become even more unimpressive, in the light of *Turbo Charge* particularly, and at the newish price of £4 is overly expensive for mere curiosity.

OVERALL 37%

IO

Zeppelin, £3.99 (Rerelease)

This blast-from-the-past comes swathed with some impressive critical comments. In Issue 35 it got no less than 98% for graphics with 'incredible' sprites and backdrops. All three reviewers began their comments by raving about the game's looks, but equally they all finished up by picking out faults, most particularly the high difficulty level. A great many of the various obstacles are passable by one method only; it's not a game which you can get by on luck for long. Recreating your successful, previous moves over and over again to get back to the new bits can be irritating, especially as each death sends you back a few screens minus any add-on weapons.

There are some extraordinary end-level monsters, Jaz claimed they 'could be straight from an arcade machine!' but although exceptionally challenging, Jaz still found 'it didn't take long before my attention started to wander.' There are no new elements to distinguish it from previous shoot-'em-ups other than the graphics.

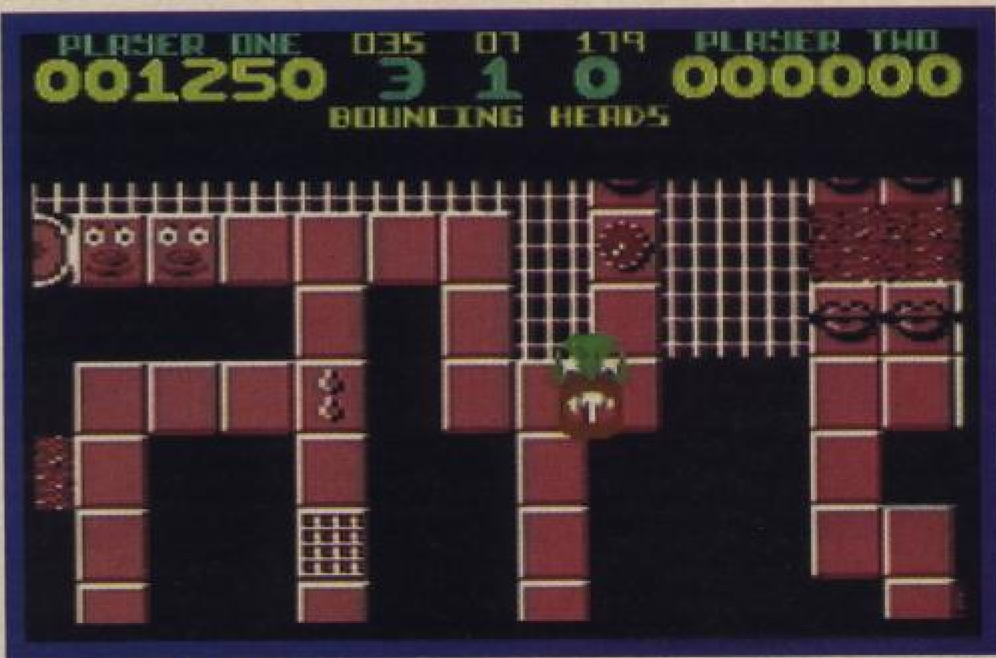
The overall mark was 80% and over three years later *Io* is still very, very tough with all sorts of sprites spinning around at high speed. Graphics are indeed quite nicely detailed, with attack aircraft spinning around as they zoom across the screen. But, at least initially, it's a bit disappointing considering the hype. Not until the end of level one is there anything extraordinary even for a budget game. Indeed to begin with, the slow, oversized, underpowered ship makes a tough game very frustrating. Once you get powered up (with rapid fire and orbiting orbs), then it becomes more fun and the clever layout and attack waves make winning through very satisfying.

Whether you want another horizontally scrolling shoot-'em-up with extra weaponry, smart bombs and end-level mothers really depends on you're attitudes to the genre. If you like it, and fancy yourself as a bit of a whizz, *Io*'s four tough-to-the-point-of-hair-tearing levels will be unmissable at this price. Even today C64 veterans mention the name *Io* with respect, it's got that sort of reputation. Oh, and if you do get through it all, don't worry, it apparently wraps around with even faster and more vicious baddies! How thoughtful...

OVERALL 78%







BOUNCING HEADS

Zeppelin Games £3.99

'A surreal trip into a programmer's subconscious' according to the packaging — funny it looks awfully like a game to me, I must be missing the point somewhere. Anyway, crap jokes aside, what exactly is *Heads*? Well, YOU are Phil King's disembodied head, and you must fulfil your destiny by bouncing around a maze and being chased by nasty monsters (this game is *full* of new concepts!).

To escape from each level of maze you must bounce on so many pouting lips (which are scattered around on most squares) and then get to the 'GO' square to be teleported out. To ease your stressful lifestyle you can collect 'Zzaps!!' (original name, that) to shoot monsters with and various other goodies which just lie around waiting for you.

There are numerous other features designed to add something to this *Pacman* clone, but unfortunately most are pinched from existing games of this sort (what isn't nowadays, mumble, grumble). The graphics aren't bad and have a few nice touches nestling among the well-presented rest of the game, although sound is limited to a few blips and a munching sound when you get eaten by a monster. Talking of presentation, the title screen is quite good, with a crude bouncing logo and options that let you start on different levels. The gameplay is fast and very simple but still enjoyable for a while.

One very frustrating thing in *Heads* is that when on Level Two, as soon as you lose a life you get whisked back to the start of Level One. So presumably to complete the game you have to do it without dying once. Yeah, I'm *sure* that's possible! A simple and nostalgic little game, it lives down memory lane (probably next door to the acid junkies who wrote the packaging blurb about surreal mind-trips and other weird stuff). Not bad, but I bet they can't put a fruit pastille in thier mouth without chewing it.

OVERALL 63%

OPERATION THUNDERBOLT

The Hit Squad £3.99

In the sequel to everyone's fave coin-op, *Op Wolf*. Roy Adams returns weary and battle-scarred, unfeasibly large muscles aching and trigger-finger darn near worn out. But not a medal is offered him, not even a little badge saying 'hero' (life's so unfair!). In fact, they pack him straight off to a hostage mission without as much as a 'Thanks'.

Good old Roy, never disheartened, employs his crack team to vanquish the terrorists who've hijacked a DC-10 and landed it in hostile African territory. Unlike *Operation Wolf*s horizontally scrolling landscape, *Thunderbolt* has you running up a road with villains running *down* the road at you in supposed 3-D, AS WELL as a horizontal bit (cor blimey! Wowser! And other such statements).

And the graphics aren't half bad either, very well-drawn little men throw bombs at you and blocky big men shoot you at point-blank range with their Uzis. Mind you the backgrounds are boring, as are the helicopters, and the trucks flicker as they try to mow you down.

The gameplay isn't much better. For all the features mentioned above, there's still a lack of variety. The plain old shooting gets boring after a while, even more so because Level 3 is incredibly tough, while 1 and 2 are easy. Also you tend to lose track of your gun, as there are no sights on

KICK OFF

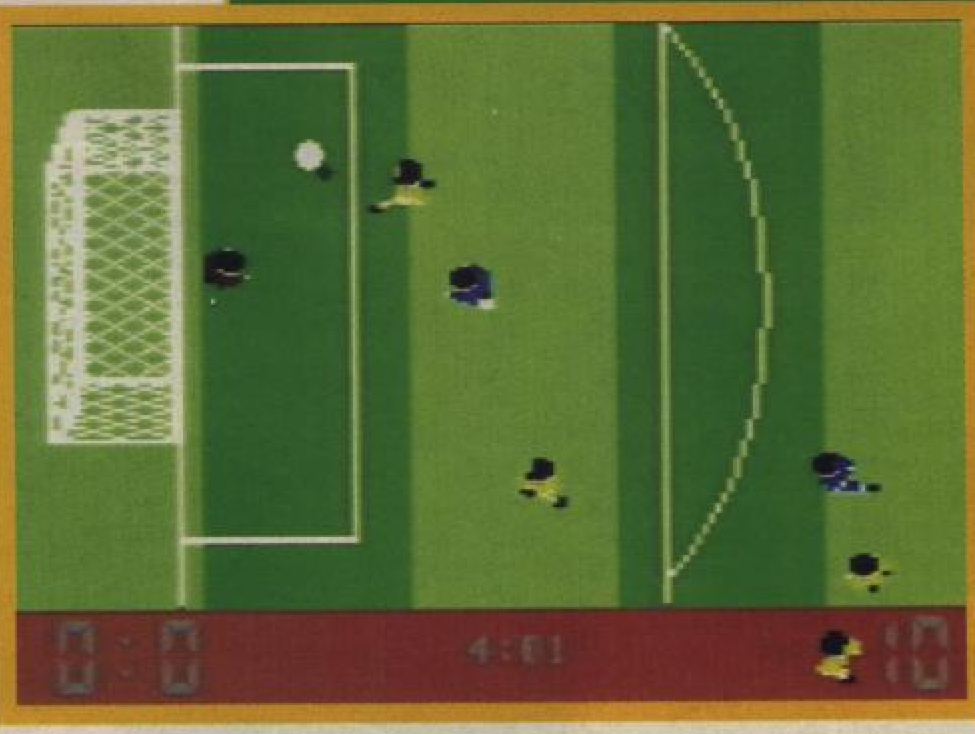
Hotshots, £3.99

The bestselling Amiga footy game finally arrived on the C64 back in Issue 56, and was duly panned by the reviewers. Why? Was it too slow? Did it lack a few things from the original? No, it was just a completely different game! I mean, even the pitch scrolled left-right instead of up-down!

Phil was horrified about what had happened to his fave footy game: '...it's a completely different game and an inferior one at that. The change to a horizontal pitch wouldn't have mattered if the gameplay hadn't been spoilt by the inability to pass properly. This omission reduces play to blasting the ball up the field and running after it.'

On the technical side, Robin found it equally poor: '...sound effects are weak while the graphics suffer from ropey animation and the glaring presence of a sprite flicker.'

The game's saving grace is its large array of options, including all those from the Amiga version. There are international league and cup competitions in which any of the eight teams can be player-controlled (and league position saved), options to practice skills or penalties, change match length, play a single match against friend/computer, choose each team's skill level (from five), and select form four team formations at the start of matches and at half-time.

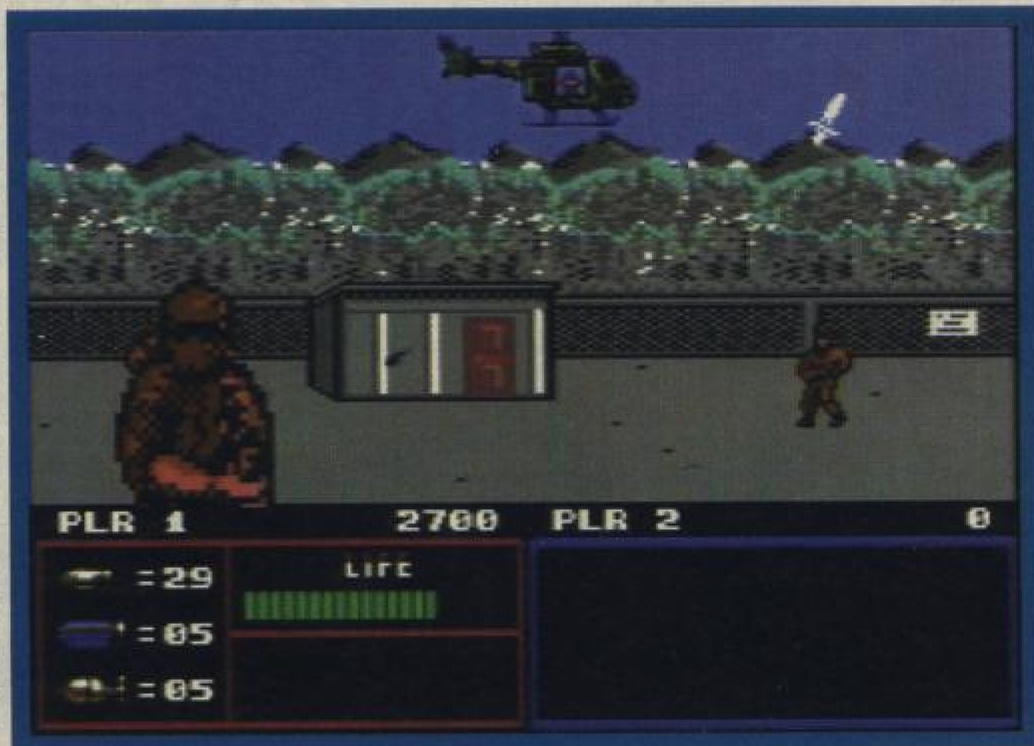


But what good is this when the matches are so dull? Most of the action consists of one player dribbling all the way across the pitch while slowish computer-controlled defenders give futile chase. Only when he gets to the penalty area do you get control of a defender in front of him. Then if you manage to tackle him, the most successful tactic is to dribble up the other end of the pitch again! Passing isn't a good idea as there's no radar scanner to see where your teammates are.

This simple gameplay is passable for a few matches but the lack of more varied, skilful play soon has you kicking it off the computer.

OVERALL 40%

it and it takes several seconds to find out where it's pointing (how about at the programmers?) — during that time you get pumped full of lead. That can be remedied by finding a laser-sight, but these are fairly few and far between.



Thunderbolt got a whopping 92% when first reviewed in Issue 57. But the version reviewed was one we saw on an Ocean visit and unfortunately during the process of taking it off their development systems and putting it on tape apparently insoluble problems arose. The programming team were pulled off the project and a new bunch of guys knocked this effort out in record time (to save their blushes we won't say who,), but it bore little resemblance to the original program at all— as Lloyd pointed out so well in the Rrap at that time.

I'll set the record straight by telling you that *Operation Thunderbolt* is a boring and forgettable game so be careful and think before parting with your well earned cash or pocket money.

OVERALL 45%

COMING SOON

It's November next month, yep get out your woolly hats and start writing out that Xmas list now! In the wild 'n' wacky world of magazine schedules winter has arrived and hopefully with it stacks and stacks of games...

● **Magnificent Sizzling Megatape 23!** We just keep getting better with the return of the two zany spies in the 92% Sizzler ***SPY VS SPY II: THE ISLAND CAPER.*** Quicksand, sharks, coconut bombs and an escape submarine are just some of the hilarious features in this brill game. Also on this stunning Megatape we have Graftgold's ***HEAD THE BALL,*** one of the gems off the Sizzling *4th Dimension* compilation.

● Dear Newsagent, I would be gobsmacked with awe and amazement if you would reserve my copy of ZZAP! 64 every month, starting with the November issue, on sale October 10th.

MY NAME..

MY ADDRESS..

....

MY FAVOURITE FLAVOURED OPAL FRUIT IS.....

....

● ***G-LOC: WORK-IN-PROGRESS***
The sequel to *Afterburner* was a graphic masterpiece which is still state-of-the-art for arcade games. US Gold are attempting the impossible with a C64 conversion, but they've got John (*Shadow Dancer*) Williams on the case and we'll have the full inside story next month.

● **ECES SHOW REPORT: They've locked the public out, but not ZZAP! — we'll bring you a full report on the year's most important computer event. New announcements, the latest previews and behind-the-scenes gossip, it'll all be in the next ZZAP!**

● Britain's biggest C64 mag will be packed with all the usual, completely essential regulars usuals such as Rrap, It's Corky, Budget Blitz, Stuff, Previews and the latest holiday antics from the Rowlands Bros.

● The Summer Draught Finally Ends — we hope — with ***Hudson Hawk, Battle Command, Alien Storm, World Class Rugby, Rugby The World Cup, Toki, Final Blow, Last Battle*** and maybe even ***Winter Camp!*** The most comprehensive reviews on the C64, for full-price *and* budget, by your favourite reviewers — and Robin too!

● For a fistful of the snow in the face, and other exhilarating shocks and surprises, catch the ultra-cool sub-zero ZZAP! Issue 79 on October 10th. For anyone buried under a snowdrift or in bed with pneumonia, why not hand in this extraordinarily useful little form on the left to reserve your copy now?

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PLAY THE GAME MAN!

Hello fellow humans! Bartholomew J. Simpson here, with a very important secret:

SPACE MUTANTS ARE INVADING SPRINGFIELD

That's right man! A buncha slimy, horrible, totally gross and putrid monsters are taking over the bodies of the people who live here and they wanna build a weapon that's gonna take over the entire planet!

PReTTy CoOL, HUh?

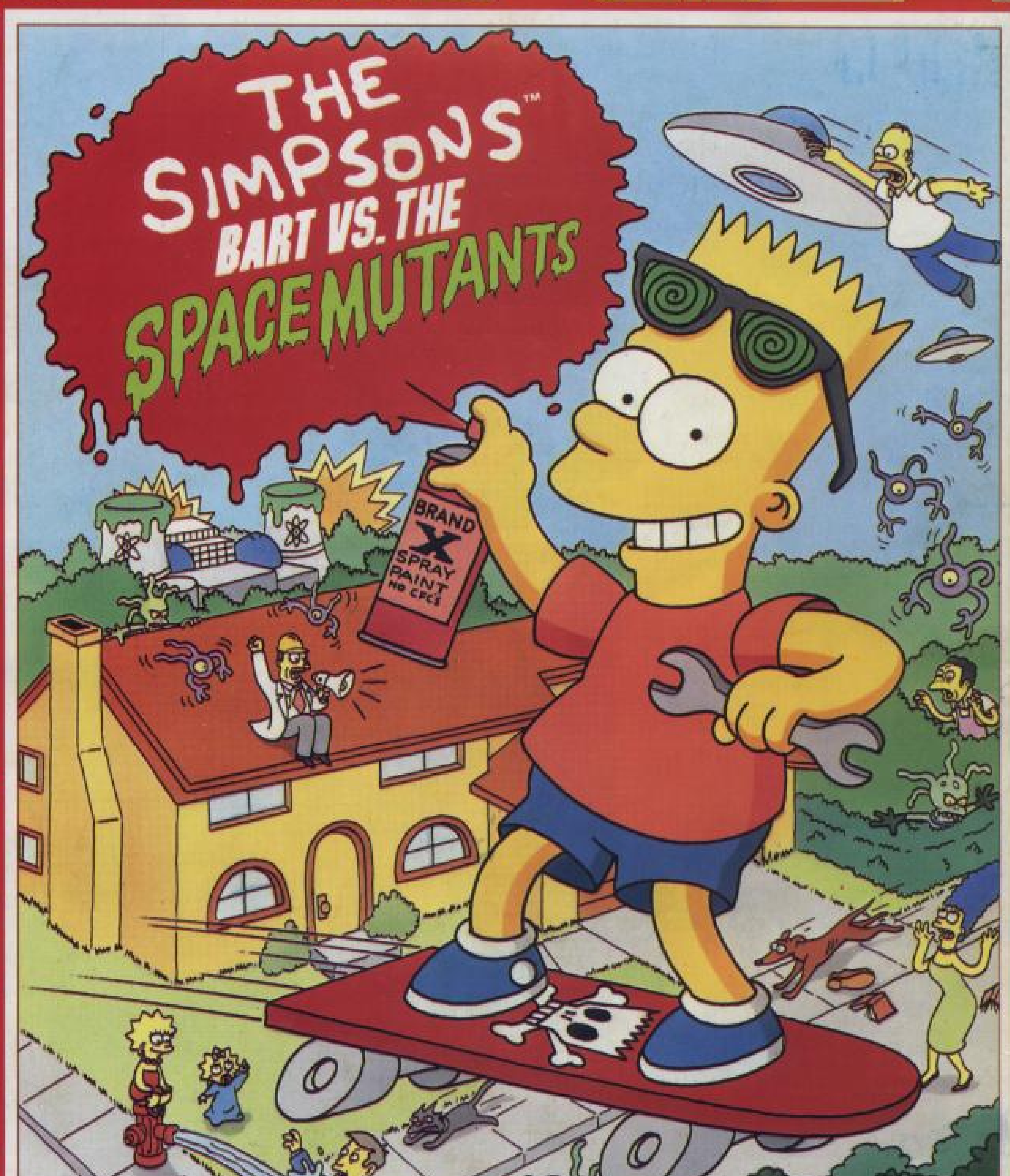
Anyway, yours truly is the only one who can see 'em! I've gotta spray-paint things, get radical on my skateboard, use my trusty slingshot, and in general behave like a nuisance, man.

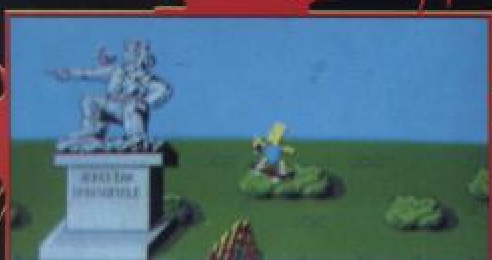
Plus, with evil dudes like Nelson the bully and Sideshow Bob getting in my way, it's a good thing I've got the rest of the Simpsons to help me out!

So if you're a decent person a patriot, and somebody who cares about this sorry planet, you'll do the right thing.

SAVE THE EARTH

BUy THiS GaME!
Thanks man.







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